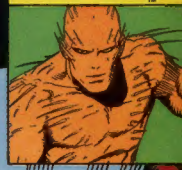
DC FOCUS

MEET THE WANDERERS!™



NO. 1 SUMMER '87 FREE! ~~50¢~~

MILLENNIUM™

IT WILL CHANGE EVERY MAN, WOMAN & SUPER-HERO!

Staton PATTERSON 1987

PROFILE

KEVIN MAGUIRE

OCCUPATION: Penciller.
MARITAL STATUS: Single.
BASE OF OPERATIONS: Old Bridge, New Jersey.
FIRST APPEARANCE: September 9, 1960.
HEIGHT: 5' 10" WEIGHT: 165 lbs.
EYES: Green HAIR: Brown.
AGE: 26 SHOE SIZE: 9
CURRENT DC PROJECT: Pencils JUSTICE LEAGUE INTERNATIONAL.
MAJOR INFLUENCES: Chuck Jones, Frazetta.
LAST GOOD BOOK READ: No Deals, Mister Bond by John Gardner
LAST GOOD MOVIE SEEN: LETHAL WEAPON
LAST GOOD RECORD BOUGHT: SIGN O THE TIMES by Prince.

QUOTE: "Let's just have some fun!"
HOBBY: "Lounging."
GOAL: To direct a JAMES BOND movie.
WHY I DO WHAT I DO: "Beats making pizza."
WHAT I'D BE DOING IF I WASN'T IN COMICS: "Making pizza."
TIP FOR ASPIRING COMICS PROFESSIONALS: "If you have to copy from somewhere--- copy from life!"
WHAT GOT YOU INTO COMICS: "Poverty."
PROFILE: Casually hip, yet laid back, Kevin draws DC's latest hit comic book at either Editor Andy Helfer's side, or while watching LATE NIGHT WITH DAVID LETTERMAN. Kevin finds Andy funnier.
WHY DC?: "They made me the best offer."

VOLUME ONE NUMBER ONE SUMMER 1987

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Editorial

Summer always has been a special time for comics fans.

Back in the old days before the proliferation of comics shops and conventions, summer saw a greater demand for comics, and publishers were happy to accommodate their readers. Extra-length annuals were added to the schedule, generally reprinting classic stories from the recent past.

Comparatively speaking, our predecessors at DC were rather late at the summer annual business — Archie, EC and Fawcett (among a few others) were publishing annuals in the 1940s and 1950s. But in 1960, we got into annuals in a big way: we found some of the very best stories in our files, and gathered them into "giant" 80 page collections, each for a mere 25 cents. Mind you, these annuals contained no advertising, so the reader accustomed to paying 10 cents for 24 pages of story was getting a great deal.

I remember seeing that first **Superman Annual** in 1960. I was at Weiner's Pharmacy on Touhy Avenue in Lincolnwood, Illinois, a mile north of the Chicago boarder. I couldn't believe my eyes: all this great stuff, and more of it in one comic than I thought possible!

Superman Annual #1 was billed as "an all-star collection of the greatest super-stories ever published" and the cover-blurb writer wasn't exaggerating: the very first Supergirl and Lori Lemaris stories, some fun Superboy, Jimmy Olsen and Lois Lane sagas, and what became one of my own personal favorites: The Super-Key To Fort Superman, an early Fortress of Solitude tale that featured an unexpected crossover appearance from Batman.

In the summer of 1961, a **Batman Annual** was added — as was a special **Secret Origins** one-shot 80 pager, reprinting the origins of Wonder Woman, the Flash, Green Lantern, the Martian Manhunter, the Challengers of the Unknown, Green Arrow, Adam Strange and the Superman - Batman team. I think that issue did more to promote comics fandom than any other single comic book, with the possible exception of **Flash #123** ("The Flash of Two Worlds," the first golden age / silver age crossover).

These days, we continue to publish more comics for the summer, but the convention schedule plays an important part in our present-day reasoning: there are far more comics conventions in the summer months, and the largest shows tend to be in the summer as well. We get a chance to present our newest titles before the widest variety of comics readers possible.

Indeed, there is so much interesting new stuff going on that it is difficult to find the room in **DC Releases** and in the pages of our comics to keep you completely informed.

That's why we did **Focus**.

Actually, **Focus** sheds light not just on the summer releases, but on some of those for early fall — just when you're catching your breath after DC's assault on the second summer of the Modern Age of Comics, we're going to hit you with **Millennium, Wanderers, Wasteland** and a slew of other new projects.

Our goal is to recreate that sense of wonder today's 35 to 40 year olds felt 17 summers ago when we first saw **Superman Annual #1**. If we're successful, then with luck, we will be back with another edition of **Focus** and maybe another and another. That's why we're asking for your input — either in person at our convention or comics shop appearances or in writing.

It's going to be a great summer.

— **Mike Gold**

FOCUS

Number 1 • Summer 1987

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STOP THE PRESSES!

JIM STARLIN has been spending a lot of time in DENNY O'NEIL's office lately, as he prepares to write an extended number of **Batman** stories. Starlin, who says he wants to cut back on his art, has also been seen huddling in KAREN BERGER's office with BERNI WRIGHTSON. News of their collaboration should be forthcoming... MARY JO DUFFY is another writer who will be handling a number of Bat-tales, particularly as MIKE W. BARR takes some much deserved time off to relocate to Southern California... Oddly enough, a lot of other action has been happening in Denny's office. JIM APARO made a rare trip to New York recently and he spent a lot of time with Denny talking about Batman...

In the wake of the crossovers and upheaval caused by **Millennium**, KEITH GIFFEN and JOHN OSTRANDER have been orchestrating a series of events in **Millennium** that will build into a fan-requested meeting between **Justice League** and **Suicide Squad**. The clash will take place in early 1988... Upcoming team-ups in **Action Comics** include Superman needing the help of *everyone* , a Halloween meeting with the *Spectre* and an otherworldly tale with the *Martian Manhunter* ... Meanwhile, the **Teen Titans Spotlight** will shine on *Thunder & Lightning* in a story by TONY ISABELLA and pencillers CHUCK PATTON and DON HECK, which will also feature FRANCIS KANE,who finally gets a super-heroine name...

Speaking of team-ups, it should be no secret that fans loved the meeting between **Infinity, Inc.** and the **Outsiders** this spring, so ROY THOMAS finally convinced MARV WOLFMAN the time had come for the crossover between **Infinity** and the **New Teen Titans**, just in time for summer's end... DAN MISHKIN and GARY COHN reteam to present an **Aquaman Special** for Christmas. Illustrating the sea king's newest adventure is GEORGE FREEMAN who impressed earlier this year in both the **Batman Annual** and **Secret Origins #18**. Mishkin & Cohn also tackle the Aqualad-Millennium story in **Titans Spotlight**... BARBARA RANDALL will write the **Who's Who in the Legion of Super-Heroes** mini-series, debuting this fall. A former librarian, Barbara is not concerned by the amount of research and collating the project requires...

Legion writer PAUL LEVITZ will consult on the project... ED HANNIGAN, who hasn't pencilled a series in years, was too intrigued by MIKE GRELL's new interpretation of **Green Arrow**, to turn down the opportunity to tackle the new **Green Arrow** monthly comic coming this fall... GRAY MORROW has agreed to draw a number of **Spectre** stories beginning with issue #9. Given the offset printing offered by the New Format, people will see more of Gray's art than ever before.

EVOLUTION IN THE DC UNIVERSE

By KIM HOWARD JOHNSON

It's just an ordinary day in the world.

Humans set out on the first steps to immortality... trusted friends and allies betray some of Earth's greatest heroes... and a mysterious race plots to destroy all hopes of humanity's future.

It is the day that begins Millennium.

In the spirit of Crisis on Infinite Earths and Legends, Millennium is an eight issue mini-series to be published weekly this fall, with direct crossovers to nearly all of DC's super-hero titles, resulting in a 56-chapter novel.

Editor Andrew Helfer has assembled Steve Englehart, Joe Staton and England's Ian Gibson for the extravaganza, which closely involves the creative teams on the other titles, as well. In order to integrate the storylines as closely as possible, Englehart says he had to become a juggler who could keep up to 56 balls in the air simultaneously.

Englehart spoke from his Oakland, California home about the massive job involved in crafting a story as big as Millennium. He and editor Helfer spoke at great length about the parameters and type of story to tell.

-continued on next page

The Manhunters have returned and this time they're out to change humanity.
Art from issue #1 by Joe Staton and Ian Gibson

From there, Englehart worked feverishly on a plot that also involved the beginnings of all the crossover stories. In the end, Englehart had produced a 56-chapter novel, but still left enough of an opening so each crossover book's creative team could have input.

"I'm enough of a prima donna to know that I'd hate it if anybody came to me and said, 'I've decided what you're going to write in your book'," Englehart says with a laugh. "So when I plotted out what the other characters could do, I just kept it in the same ballpark. If the guy had to eat a baloney sandwich, I didn't care if he did it while he was punching out super-villains, hanging out with his girl friend, or hanging upside down. Or, if the writer said, 'I just had him eat a baloney sandwich in the issue before,' or 'The guy never eats baloney,' I was willing to roll with the punches.

"I approached it in a pretty symbolic manner. I tried to make sure there was a coherent story involving all 56 parts. When the parts were out of my province, I'd tell the writer what I wanted to accomplish, he'd tell me what he was doing in his strip, and we'd try to work out something that met both of our needs."

Coordinating the project out of DC's New York offices, Helfer has been working closely with Assistant Editor Greg Weisman on getting material to and from the other editors and Continuity Editor Bob Greenberger on how this will affect the DC Universe, past, present and future. The editors, in turn, turned to their individual writers. Englehart says one of the most difficult — yet rewarding — aspects of doing such a series is coordinating the creative personnel to create one long story.

"One of my biggest contributions has been to get the other writers much more involved and helping with the story. Hopefully, it will come out looking like **Millennium** is really happening within the DC Universe at that particular time, and the characters don't just take a left turn to get involved with the Millennium.

"The response thus far has been very good. The other writers have been very helpful to me — they've clearly enjoyed working on it this way, and my story has improved. They'd come back to me and say 'Instead of the baloney sandwich, how about if he caters to the Mormon Tabernacle Choir,' and I say, 'Okay, fine!' It's a symbiotic process that tends to go off in all directions.

"It was conceived as one long story, instead of a short story with add-ons. When the writers come back to me with suggestions, then that inspires me. It fed upon itself, and made the whole thing more structurally solid," Englehart said.

Some weeks the crossovers are unrelated and others, such as the fourth week books, are tightly coordinated. So much so that John Ostrander prepared an extensive memo tying the various series together so the crossover will appear seamless.

A MILLENNIUM IS BORN

The story of **Millennium** actually begins five billion years in the past, when the inhabitants of the planet Maltus developed into the Guardians of the Universe and the Zamarons. They created a race of androids known as Manhunters to protect the universe, but when they became corrupted, the Guardians banished them and went on to create the Green Lantern Corps in their place.

The Manhunters hid underground on a thousand worlds, where they recruited their own moles and agents on their adopted planets — and bided their time.

Today, Heruna of the Guardians and Nadia of the Zamarons appear before the Green Lanterns assembled on Earth and ask for the assistance of that planet's super-heroes. The pair will choose ten people who will begin Earth's ascent toward immortality — but only if the heroes can prevent the Manhunters from exterminating them first.

"This day begins the future for your world and all the universe," they tell the group. "This is **Millennium**."

Englehart says he began the project after receiving a phone call from Helfer, his editor on

Green Lantern Corps, last September.

"We've got a big project for you!" Helfer told him, and explained that he had been chosen to write the big DC limited series of 1987. Despite his fear of flying, Helfer flew down to Houston to meet with Englehart, where they spent the next few days brainstorming and batting around ideas. Englehart — whose extensive comics writing career has seen him write nearly every established DC and Marvel hero — seems well-suited to such a sweeping, wide-ranging concept, even though he claims that's not why he was chosen.

"When dealing with the DC Universe, the obvious path is to end up with the Guardians and the Green Lantern Corps. They didn't pick me because I wrote Green Lantern Corps, but when I started looking at something big enough to encompass the DC Universe, the Green Lantern Corps seemed appropriate — it was right there," he explains.

"I had tossed off a line in **Green Lantern** #200, which was primarily a plot device to explain why a number of Green Lanterns would want to come to Earth. I had one of the Guardians say that in the next thousand years, Earth will be the next race to develop immortals. I did throw in this line about Earth being special because it's going to create the next advance in humanoid evolution to explain why the alien green Lanterns would want to join Hal and John on Earth.

"Well, that line really seemed to have struck a chord with other people. Another writer asked me what it all meant, and was I going to do something about it? I said I figured in the next thousand years, somebody could do something more with it, but it was only a plot device.

"Still, other people at DC had been intrigued by it. When it came time for me to find something that would encompass the DC Universe, however, I thought cosmic, I thought of the Guardians, and I thought of that line. So then, I just put it all together," says Englehart.

The writer says **Millennium** was not designed to produce any immediate, sweeping changes similar to **Crisis**. Instead, Englehart says he concentrated on story, though **Millennium** will utilize some changes planned for specific titles.

"A thing like this acts as a catalyst, though, when people aren't happy with the way a series is going. **Blue Beetle** was in need of some serious changes in his book, and people said, 'Well, let's do that in Millennium.' **The Outsiders** are undergoing a major transformation in **Millennium**. **Firestorm** — which was originally planning to do a transformation around this time — tied it into Millennium.

"In the end, we do wind up with radical changes and rebirths among several of the DC characters."

POSITIVE AND UPLIFTING

Englehart explains that there are several themes running through **Millennium** story which support his underlying philosophy toward super-heroes.

"I wanted to do something positive. I remember reading about an artist who wanted to work on Alan Moore's ***Miracleman*** because super-heroes had always scared him — if he were to meet a super-hero, he would be afraid of him. Well, that's just not my opinion.

"I look at super-heroes as being for the fun and adventure of the whole thing. I don't think anybody could claim that I've always done bright, happy, mindless stories, but I'm more into the upbeat. So, I was into the positive addition to the DC Universe. **Millennium** is about the creation of a positive, uplifting force that will continue to exist in the DC Universe.

"In the first issue, Superman says, 'We found out that we were legends,' but this one is actually about the people of Earth and the heroic strain in them. It's a celebration of heroism, striving for something better than one's self. On a much more straightforward level, it's like a very large Justice League story, with lots of people doing lots of things. But, my overall goal is adding something positive to the DC Universe," Englehart explains.

"I knew the theme also had to do with some moral point for the heroes — something that wasn't just another big Justice League story. The idea that some of these heroes are betrayed, but still go forward, full speed ahead — struck me as significant."

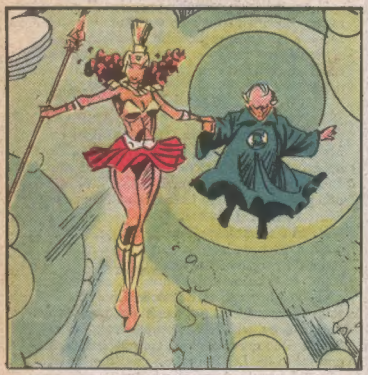
Despite the all-encompassing aspects of the story, not all of DC's mainstream characters are involved, for a variety of reasons. Perhaps the most prominent by their absence are the Teen Titans.

"Teen Titans is reprinted a year later. There was a valid point about doing **Millennium** stories now, but when they're reprinted a year from now — without the **Millennium** stories around them, they wouldn't make a whole lot of sense," Englehart says. Yet, there will be two issues of **Teen Titans Spotlight** which will feature Aqualad (with Aquaman) one month and Starfire, teaming with Harbinger.

"The Swamp Thing, I'm also sorry to say, couldn't be in it. **Swamp Thing** is a 'Mature Audiences' book, and there was a lot of debate over it. The final decision was that doing a general crossover that involved a lot of regular books, and then including books that were specifically labelled — well, they didn't want to include those."

Therefore, joining Swamp Thing on the sidelines are **Vigilante** and The Question. **Warlord** is also not participating in the storyline because it was added to the DC Universe for **Crisis on Infinite Earths**. That element was not played up until **Legends** and recent stories which have met with negative reaction from the fans. After this summer, Warlord will no longer meet up with members of the DC Universe.

A number of changes have been made from Englehart's original plot, with characters and sub-plots coming and going. In the first draft, for example, the Spectre and Swamp Thing team-up in a major supernatural sub-plot centering around the Swamp Thing's home swamp.



Herupa Hu and Nadia return to help bring about a great change in mankind

"The Spectre pretty much took up the slack after the Swamp Thing's removal. I put the story together like making a cake. By studying the shipping dates of the comics, I knew which titles would appear each week, and structured the story around them.

"I originally planned to bridge the Spectre and Swamp Thing in the third and fourth weeks. When the Swamp Thing came out, we moved the swamp location to another swamp down the block, and had the Spectre take up the supernatural slack. If the Spectre had been axed as well and there were no supernatural characters, then there simply wouldn't have been a supernatural element to the story. I took the ingredients that were available, and built the story around it.

Spectre writer Doug Moench took the ball and ran with the ideas left over from **Swamp Thing** and will deal with them over two issues. The second issue will look at DC's supernatural characters dealing with **Millennium**'s changes to the DC Universe.

Englehart says one of the most interesting aspects in developing the series has been the "second bananas" — the undercover agents working for the Manhunters. He says he left it up to the individual writers to choose or develop the operatives.

"By and large, I was pleased with them. There were some places I would have wished for more of this or that — which goes with the territory when I have other people carrying out my vision. Many people gave me more than I had asked, in some cases, they gave me less. But, that was the idea I liked most about the project — there should be some big surprises coming up in September!"

There should be some additional surprises in store when the ten humans chosen for immortality are revealed. Herupa and Nadia are startled to discover that one of their choices — Terra of the Teen Titans — is dead (helping to explain the Titans' absence from the series). Another of the ten is an established DC villain; yet another is a well-known supporting character that has been around for more than 25 years. The ten make for a very disparate group in almost every way — including a gay Peruvian man.

"In one very real sense, **Millennium** is about what it's like for them to come from having a tiny blue man and a big woman with a purple gem phase into someone's life, and tell them they're involved in a scheme to save the universe. What does that mean? If someone came up to me and said I had to come to Los Angeles and be involved in a project to become a god, but I've got a dentist appointment next Thursday — well, it's not easy for everyone.

"What does it all mean to these people? When we get the white racist and the gay Peruvian in the same room, and the Chinese communist and the Japanese businessman together — there are problems just on the face of it. How do they change and grow throughout the eight weeks of **Millennium**?"

YEAH, BUT WHO ARE THE VILLAINS?

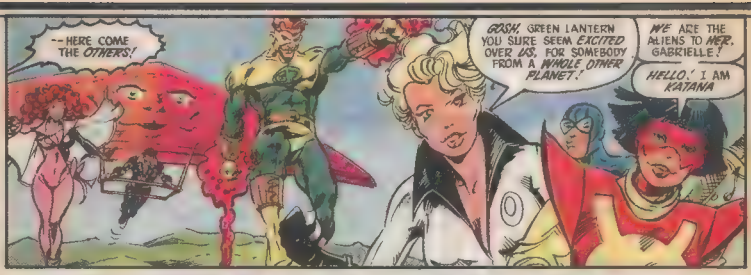
There have been several comic characters called "Manhunter" throughout the years, and Englehart says he hopes to coordinate all of them. In the 1940s, there were Manhunters from both DC and Quality (which DC now owns), and an Archie Goodwin - Walt Simonson Manhunter series that ran in Detective Comics in the early 1970s. Englehart says, however, his inspiration for the Millennium villains are the characters created by, who else, Jack Kirby.

"When Kirby came over to DC in the early 1970s, he created a Manhunter that ran just once, in a single comic, **First Issue Special #5**. When I came along to do a year's worth of Justice League, I liked it and picked up on it and did a several-part epic. They were built into super-secret underground villains.

"Their story ended there, but I wanted something in **Millennium** that would be the counterpart, the opposite of these gods who come down to create the immortals. I set these guys up so they're connected with the Guardians, so there was an immediate tie-in.

"Also, by being people who stay away from the light, hide in darkness, and infiltrate their way into power, they seemed to be the conceptual opposites of the Guardians, with their green light and cosmic responsibilities," he says.

"The **Secret Origins** that comes the week of the second issue of **Millennium** will be an entire 38-page issue devoted to all the incarnations of the Manhunters — from the DC and Quality heroes of the 1940s to the Goodwin - Simonson Detective character. They'll be tied together on a framework built around my conception of the Manhunters — rogue androids that turned against the Guardians,


-- HERE COME THE OTHERS!
GOSH, GREEN LANTERN YOU SURE SEEM EXCITED OVER US, FOR SOMEBODY FROM A WHOLE OTHER PLANET!
WE ARE THE ALIENS TO HER, GABRIELLE!
HELLO! I AM KATANA

The OUTSIDERS face the unexpected, unaware of the dangers and changes ahead.

and caused them to choose sentient beings to become the Green Lantern Corps. The Goodwin - Simonson Manhunter probably won't have any specific part to play in this series, but the two Manhunters from the '40s will have their own adventures in a crossover in **Young All-Stars**."

Englehart has even managed to tie in the series with the 30th Century — as one of the supporting characters in **Legion of Super-Heroes** is revealed to be a Manhunter.

"With the Legion, Paul Levitz came up with a real good way of specifically tying them in. The Manhunters have existed for billions of years. They are in deep penetration, and time means very little to them, because a great many of them are androids. Even though the Millennium is a turning point in the history of Earth, a thousand years means very little to these guys. There are androids today who will not actually do anything until the year 3000, in Legion!"

The weekly release schedule was a concept that appealed strongly to Englehart, in part because it would increase the immediacy of his story.

"Obviously, characters appear in weeks that their own books aren't coming out, but I wanted to be able to hit everybody twice, so that we could see some stroy progression.

"It's a neat experiment. We may all lose our shirts, but I'm certainly having a good time with it! What really matters, though, is the immediacy — seing things happen every week, then reactions in other books, and repercussions from that the following week."

Englehart says the fact that **Millennium** involves the Green Lantern Corps team is not enitrely a coincidence. "While Joe Staton was vacationing — and visiting with me — in California, Ian Gibson was brought in to do three issues of **Green Lantern Corps**. We liked his work so much that we decided to do **Millennium** together. Unfortunately, that meant Joe had to drop off **GLC** while working on **Millennium**, but Bill Willingham is taking over **GLC**, so that's not a bad tradeoff!

"I'm extremely pleased, because I have really enjoyed working with Joe. He gives me everything I want and more in **Green Lantern** — specifically, all of his characters are alive. Everybody in there has got specific body language, reactions — they're all living in that story. If it's not clear why that's important, there are artists who draw pretty pictures, but their characters aren't real.

"Staton gives me all of that, and Gibson has such a nice, overall style to what he's doing — he's got a 'new look' style. It's certainly in everyone's mind that the previous artists on this genre have been George Pérez and John Byrne — it would be nice to look good in that company, and I think we will. Joe's gonna give us Banana-Man, and then Gibson's gonna give us the really nice, never-before-seen approach to rendering."

What could have been a nightmare for the team has turned out even better than they had hoped, says Englehart. The rest of the world will see the fruits of their labors beginning with first week January, 1988 cover-dated books, shipping in September, as ordinary people take center stage in the DC Universe. And, in the year since its inception, Englehart says he's had no regrets.

"It's been fun working on the various books with the writers I've known for years, and it's been fun getting to know ones I hadn't. I set out to make it easy for the people I had to deal with. By and large, they have responded by trying to make it easy for me to deal with them.

"The only way I could have enjoyed this more would have been to have had access to every character in the DC Universe! The overall result is, I've had a good time!"

KIM HOWARD JOHNSON is a noted media writer whose work has appeared in *Starlog*, *Comics Scene* and *Video Action*.

HISTORICAL PERSPECTIVE

WANDERERS

◆ B Y ◆ M A R K ◆ W A I D ◆

Without a doubt, DC's *Legion of Super-Heroes* boasts one of the most extensive supporting casts of any comic book super-group. During the Legion's thirty-year history, readers have been introduced to the Heroes of Lallor, Rond Vidar, the Controllers, the Legion of Substitute Heroes and literally dozens of other 30th Century heroes and villains, friends and foes alike.

But none of the Legion's compatriots are more mysterious than the Wanderers, a group of seven super-beings from a distant part of the universe who met the Legionnaires but once, many years ago, before they embarked on a secret mission to save the Milky Way Galaxy from some tremendous threat.

Their mission and eventual fate has intrigued many a curious Legion fan over the years. Now, at long last, the Wanderers have been awarded their own book, debuting this fall in the New Format, and writer Doug Moench is preparing to finally reveal the circumstances behind their strange disappearance.

THE COMING OF THE WANDERERS

Although the Wanderers made their first appearance in 1968, their story actually began nearly two years previously, on the cover — of all places — of Adventure Comics #354 (March, 1967). That issue was the first of a two-part "imaginary story" penned by then-Legion writer Jim Shooter, a tale that depicted a possible future for the Legionnaires as they grew into adulthood.

On that cover, a statue of a heroine named Quantum Queen was shown in a hall of monuments alongside statues of several other heroes whom Shooter would later introduce into the "real" Legion mythos, heroes such as Chemical King and Shadow Lass.

However, Quantum Queen and her six teammates would not actually appear until Adventure Comics #375 (December, 1968). In that story, by Shooter and longtime DC artist Win Mortimer, the Legionnaires met the Wanderers in the latter half of the 30th Century, after each group had years to build a sterling reputation among law-enforcement organizations throughout the galaxy.

The first to demonstrate his powers to the Legionnaires was Ornitho. A winged humanoid with limited shape-changing abilities, Ornitho could transform himself into any known bird form, including all manner of alien species.

The green-hooded Dartalg wielded a blowgun and a pouch of specially-gimmicked darts. A perfect shot, Dartalg frequently bested opponents with explosive missiles or tranquilizing darts.

The Wanderer known as Quantum Queen had the ability to "convert her body into any type of quantum radiation," from dazzling bursts of light to deadly laser beams.

Immorto was a hero who was aptly named — he was beyond the touch of death. Each time he was mortally wounded, a mysterious force rejuvenated him, and, in some ways, made him the most dangerous and unpredictable Wanderer, for there was nothing that he would not try.

The yellow-and-purple clad Elvo carried a super-charged sword. Whether its powers came from science or from magic was never revealed, but, either way, the master swordsman could contruct force-shields and discharge energy blasts at his command, making him a formidable opponent.

Psyche, the "Mistress of Emotions", was a beautiful blonde empath. Her super-powers enabled her to manipulate the emotions of her foes, causing them to fall instantly in love with her, fear her, or battle among themselves over her at her whim.

Finally, the blue-suited Celebrand, though possessing no apparent super-abilities, introduced himself as the leader of the group. Celebrand wore

The original WANDERERS, with art by Mike Clark and Pablo Marcos.

around his neck a strange medallion, the symbol of which became the Wanderers' official insignia.

As the spokesperson for his team, Celebrand vowed eternal friendship between the Wanderers and the Legion at the time of that first meeting and saw to the construction of a giant commemorative obelisk inscribed with the symbols of both teams.

But both groups' mutual pledge to forevermore pursue common goals of peace and justice was short-lived. On their way back to their part of the universe, the Wanderers inadvertantly passed through the Nefar Nebula, a "space cloud" whose radiations caused temporary character reversals. Now criminals, the Wanderers stole the legendary Seven Stones of Alactos before being hunted down and temporarily incarcerated by the Legionnaires. And capturing their former allies proved no easy task for the Legionnaires, as each Wanderer demonstrated the unique abilities with which he had carved out his legendary statues as an intergalactic champion.

In the years since, the effects of the Nefar Nebula having long since worn off, the Wanderers have been guests at the weddings of Bouncing Boy and Duo Damsel (**Superboy** #200), were present at one of the Legion's rededication ceremonies (**Legion of Super-Heroes** #300), and were briefly glimpsed fighting the Darkseid-engineered Daxamite invasion of the United Planets (**Legion** #294).

These brief cameo appearances, though, have simply served as a tip-of-the-hat to those longtime

Legion afficionadoes who recall the Wanderers. For all intents and purposes, the group has laid dormant for close to twenty years.

THE WANDERERS' REBIRTH

However, Legion writer Paul Levitz is noted for his tendency to draw heavily on the history of the Legion — so it should come as no surprise that, according to writer Doug Moench, it was Levitz's idea to give the Wanderers their own series. Moench was dubious at first, but "Legion editor Karen Berger sent me the first (and only) Wanderers story and said, basically, 'Do whatever you want to with them.' So I did."

Moench comes to the series with an impressive array of credits spanning all comics genres. He currently writes **The Spectre** and this summer concludes his work on **Electric Warrior**, while launching a new science fiction mini-series, **Slash Maraud**.

In **Wanderers #1**, a mysterious figure comes across the heroes' ship. The cruiser floats alone and unguided in space, seemingly abandoned. Upon further investigation, though, the explorer discovers the seven champions.

Frozen.

And dead.

Intrigued, he takes cell samples of all seven and experiments with a cloning process, attempting to "regrow" the Wanderers while, at the same time, genetically manipulating them so as to give them different bodies and slightly more powerful abilities. Writer Moench explains how each of the Wanderers has changed.

"Dartalg has become Dartalon — a name that's sort of a combination of 'dart' and 'talon'. A grotesque 'human porcupine,' Dartalon has spikes on his knuckles and talons on his fingertips. In keeping with his old abilities, he can also detach his spikes ahead of time if he so chooses and treat them with sedatives. He then carries those around in a quiver and throws them like darts."

Elvo has become The Dark Elvar, an "uncute elf." He still has his power sword, but acrobatic abilities have been enhanced, as well."

Immorto's new identity is that of Reanimage. "I kept his powers very much the same," says Moench, "but have tried to give some sort of scientific explanation to them. It seems that there are parasites in his body cells that feed on the chemical process that causes aging. These parasites, then, depend on him, protect him, and rebel against any threat to their host by resurrecting him instantly."

What's "new" about him now is that Reanimage can also reanimate someone else who dies if he does so promptly — within six or seven minutes, before any sort of oxygen starvation takes hold.

Ornitho has been rechristened Aviax. "The character is real frail — his bird-like appearance extends even to his hollow bone-structure. He works best out in space, but planetside, he has to worry, for he could break his arms and legs very easily if he isn't careful.

"Celebrand is gone. The cloning process didn't work on him. I found him to be the least interesting member of the group. He had no powers that we knew of, and other than the fact that the others referred to him as the leader, there was nothing to him.

"Psyche keeps her name, because I think it's perfectly suitable, but she looks totally different." Her powers remain much the same, too, though Moench has added a few new wrinkles to them. For example, "her moods reflect her environment. If the people around her are happy, she's happy; if she's in an evil city, she begins to turn somewhat nasty.

Not only is she an empath, but her powers feed on the emotions of others, which makes them feel a little uncomfortable when in her presence. She still manipulates emotions, but she can also 'imprint' emotions upon other people — overwhelm them with a number of conflicting feelings if she so desires."

Quantum Queen also retains her original name, if not her 1960s character design. The most powerful Wanderer, her abilities, says Moench, run

Steve Dillon's new rendition of Psyche.

the gamut of quantum physics. Not only can she, as before, transform herself into any type of light energy, "she can become a hologram, she can turn invisible by attaining the frequency of infra-red or ultra-violet light, and she can become radioactive — among other things."

The science of quantum physics also deals with quarks, subatomic particles that are thought to travel backwards through time, and Moench hinted that he would like to play around with that application of Quantum Queen's powers.

The scientist who revives them is able to bestow upon them all the memories of the original Wanderers — right up until the time they were killed. Consequently, their first mission will be to explore that gap in their memories. Where had they been heading? What were they on the trail of?

And what was it that killed them?

One thing is for certain — though the Legion of Super-Heroes will guest-star in issue #3, the Wanderers won't be counting on their former allies to solve their problems for them. Though the team exists in the same 30th Century "reality" as the Legion, Moench doesn't want simply to draw on old Legion nemeses and supporting characters. Rather, he hopes to bring a different and distinct outlook to the group, carving a new 30th Century legend around them.

The Wanderers — history renewed!

MARK WAID is a respected authority on comics who has contributed to most major publications about the industry. Mark also served as editor of *Amazing Heroes* and is a writer-researcher for ICG's DC Comics Index Series. Mark has also written a number of *Superman* stories.

The rest of the new, improved Wanderers, courtesy of Doug Moench and Steve Dillon. Left to right, top: Quantum Queen and Aviax. Bottom: Dark Elvar, Reanimage and Dartalon.

Summer '87

COMING COMICS

ACTION COMICS — The Man of Steel wraps up his battle against the Sleez in Metropolis with Mr. Miracle and Big Barda. Then Superman moves on to face the consequences of his anti-terrorism actions in Qurac as Booster Gold guest-stars in a two-part adventure by John Byrne and Dick Giordano. And look for the cross-over into **BOOSTER GOLD #23!**

ADVENTURES OF SUPERMAN — First, join five friends of Superman for some very personal and unique perceptions of their powerful friend! After that, though, things aren't quite as charming for Superman as Marv Wolfman, Jerry Ordway, and John Beatty bring us the two-part conclusion to the year-long mystery of... the Circle!

AMETHYST Mini-Series — The Princess of the Gemworld returns in August with a four-issue mini-series presented in the New Format! In a remote corner of the Gemworld, Amethyst is reborn... and she's just in time to battle the consummate evil of the sorcerer Mordru as he attempts to make this world of magic his own! Keith Giffen, Mindy Newell, and Esteban Maroto bring the fantasy to life!

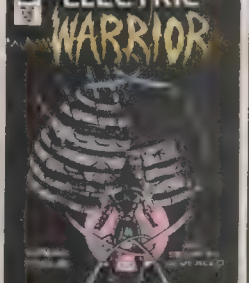
THE BATMAN — She's a street performer turned master criminal... She's the Mime, and her plans call for turning Gotham into a city as silent as the grave! She's bad enough on her own... but then the Joker falls in love with The Mime and wants to help her scheme along in this tale by Max Allan Collins and Dave Cockrum. Jim Starlin then contributes the story of a slasher stalking the women of Gotham... and The Batman knows who she is!

BLUE BEETLE — The original Blue Beetle is back and, considering the new Beetle saw him die, his reappearance is quite disturbing. Even moreso when the old is determined to kill the new! Then it's back to business as usual as the Beetle confronts Dr. Animus. It's all courtesy of Len Wein, Paris Cullins, and Ross Andru.

BOOSTER GOLD — Goldstar is captured by aliens... the Earth is about to be overrun by alien warriors from Dimension X... the Justice League guest-stars one month... then Superman crosses over from Action Comics... all in all, Booster's got his work cut out for himself this summer, as told by Dan Jurgens.

CAPTAIN ATOM — Captain Atom's as surprised as anyone when he finds himself wounded and lost in the jungles of Cambodia... and teamed up with, of all people, Plastique! Then Cary Bates, Pat Broderick, and Bob Smith tell us how the people involved in Cap's court-martial 20 years ago start dying at the hands of an assassin... and how it's going to shake up the atomic hero's life something fierce!

CLOISONNE PINS — Looking to make a fashion statement? DC's got a few little items to help you along those lines, starting with a limited reissue of the fabulous Superman "S" and Batman bat-symbol pins from Graphitti Designs. They're exact miniature replicas of the two most famous symbols in comics!



DETECTIVE COMICS — The Batman and Robin battle their way into a Gotham hospital of horror to prescribe trouble for the Crime Doctor. Next, it's the return of Two-Face... and he's twice as dangerous

with his own evil double keeping the Batman busy while the genuine article sets his scheme in motion. It's the Dynamic Duo at their best, courtesy of Mike W. Barr and penciliers Todd McFarlane and Norm Breyfogle.

DOC SAVAGE Mini-Series — The Man of Bronze... the greatest hero of the Pulp Age... now the hero of the newest DC mini-series! He's Clark Savage Jr., but the world calls this bronzed giant of a man Doc Savage and you'll call him incredible! This four-issue mini-series, beginning in August and presented in the Deluxe Format, is by Dennis O'Neil, Adam and Andy Kubert.

THE DOOM PATROL — The world's original misfit heroes return in a regular monthly series! Join the Doom Patrol as they delve into the past of the old and the new teams, discovering who is dead... and who has survived! Plus meet some new members of the team, and the villainous Kalki, brought to you by Paul Kupperberg, Steve Lightle, and Gary Martin.

DR. FATE Mini-Series — July sees the wrap-up of this landmark Deluxe Format four-issue mini-series that introduced the world to the new man to become the heroic Lord of Order known as Dr. Fate! J.M. DeMatteis, Keith Giffen, and Dave Hunt bring us the final battle between Fate and Chaos... and to the victor goes the [illegible]!

ELECTRIC WARRIOR — All the mysteries are resolved as the saga of the Electric Warrior is brought to what promises to be one of the most amazing conclusions of the year! Doug Moench, Jim Balke, and Dennis Janke reveal the truth about the Ziga, the Primmies, and the Electric [illegible]!

FIRESTORM THE NUCLEAR MAN — First he's got to survive the Parasite and the Suicide Squad, then in August (following this summer's **FIRESTORM ANNUAL**), we change the title a little... and the book a whole lot! Meet the *new* Firestorm! That's right — if you thought John Ostrander and Joe Brozowski were tearing up the landscape with Firestorm before, you ain't seen nothing yet!

FIRESTORM ANNUAL — The Justice League and the Suicide Squad guest-star as Firestorm battles his Russian counterpart, the powerful Prozhar in the heart of a nuclear holocaust! Will either of them survive? Only Ostrander and Brozowski know, and they're not about to ruin the surprise...!

FLASH — Meet Speed Demon! He's not only Flash's newest foe, he also happens to be Wally West's girlfriend's estranged husband! Complicated? You bet, and it's going to occupy Flash all summer long, taking him all the way to Siberia and encountering folks like Changeling, Wonder Girl, and the Red Trinity along the way, all by Mike Baron, Jackson Guice, and Larry Mahlstedt.

GREEN ARROW: THE LONGBOW HUNTERS Mini-Series — July sees the conclusion to the epic three volume Prestige Format mini-series by Mike Grell! Who is "Shado"? What were the identities of the nameless corpses? And what role did the C.I.A. play in covering up the entire scheme? Join Green Arrow and Black Canary and be prepared to be stunned!

GREEN ARROW: THE LONGBOW HUNTERS T-Shirt — A fabulous high-quality 100% cotton t-shirt featuring an incredible full-color shot of Green Arrow by Mike Grell, courtesy of Graphitti Designs!

What more do you need to know... except that it's coming in July and you won't want to miss it!

GREEN LANTERN CORPS — A trio of new members for the GL Corps... Sinistro returns... and Killowog, pushed to his limits, goes totally insane and is out to destroy the renegade Green Lantern forever! Steve Englegart, Joe Staton, Bill Willingham, and Mark Farmer turn in the continuing saga of the greatest heroes of the universe!

HAWKMAN — The Hawks start to see some relief at the end of their troubles until the supernatural intervenes and Hawkwoman disappears! The strain of his search for her drives Hawkman over the edge and into a beserker rage, and we may never know if she's merely lost in another dimension... or dead! Dan Mishkin, Rich Howell, Ed Hannigan, and Carlos Garzon do the honors on the homestretch of the present HAWKMAN tale!

INFINITY, INC. — Take Dr. Hastor, the Silver Scarab, the dreaded Eye of Ra, and the ultimate evil of the Ultra-Humanite, throw in a guest-appearance by the Teen Titans, mix well with the members of Infinity, Inc... and you've got a summer of action and adventure that won't soon be forgot, by Roy and Dann Thomas, Vince Argondezzi, Mike Gustovich, Rodin Rodriquez, and Tony DeZuniga.

JUSTICE LEAGUE INTERNATIONAL — They used to be the best in America... now they're the best the world has to offer! After their battle with the Gray Man, the new Justice League International (the new title debuts in August in a 48-page special issue!) set up shop in the first of their new embassies. And the Dome returns to cut short their career, courtesy of Keith Giffen, J.M. DeMatteis, Kevin Maguire, and Al Gordon.

JUSTICE LEAGUE INTERNATIONAL Poster — We're celebrating the new **JUSTICE LEAGUE INTERNATIONAL** comic with the JUSTICE LEAGUE INTERNATIONAL Poster! It's coming in August, and it's an all-new piece of art created by Kevin Maguire and Terry Austin, featuring the new JLI line-up!

LEGION OF SUPER-HEROES — The season starts calmly enough with flashback looks into the pasts of some of the Legionnaires, including the origin of Colossal Boy. Then the new Starfinger returns in a two-part tale that pits him against the entire Legion, all by Paul Levitz, Greg LaRocque, Curt Swan, and Mike DeCarlo.

LEGION OF SUPER-HEROES ANNUAL — July takes you on a trip into the 30th Century! The Dominators plan to spring a surprise invasion on Earth and only Cosmic Boy and Night Girl stand between them and conquest. Them... and whoever they, and Paul Levitz, Greg LaRocque, and Mike DeCarlo, can get to form the *new* Legion of Substitute Heroes!

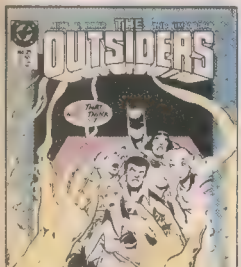
MASK — Venom holds a nuclear reactor hostage and only the MASK Team can free it! Or... can they? Michael Fleisher, Curt Swan, and Kurt Schaffenberger bring the MASK series to its explosive conclusion in July!

THE NEW TEEN TITANS — First the Titans find themselves faced with charges and Nightwing investigate the victim's past, Starfire is arrested for the crime! Then Marv Wolfman, Eduardo Baretto, and Romeo Tanghal team the Titans with the members of Infinity, Inc. to stop an invasion from space!

OUTCASTS Maxi-Series — The summer starts with a bang as July introduces the Outcasts! It's not safe to be different in the year 2049, but for those who are, at last they have salvation — the Outcasts! They're the super-powered protects of the strange who have declared war on their rich oppressors. It's the weirdest Deluxe Format 12-issue maxi-series you've ever read, by John Wagner, Alan Grant, Cam Kennedy, and Steve Montano.

THE OUTSIDERS — The Outsiders have to save the President from assassination at the hands of the renegade Russia super-hero Fusion, then keep Major Disaster from destroying their headquarters and, finally, return to Markovia just in time to witness a death in the Royal Family! Mike W. Barr, Trevor Von Eeden, Erik Larsen, Jim Aparo and Bill Wray put the Outsiders through their paces!

THE PHANTOM STRANGER Mini-Series — A four-issue mini-series that takes one of DC's premiere heroes of the supernatural and brings him squarely down to Earth! The Phantom Stranger defies his masters and loses his powers, but that doesn't prevent him from



continuing his battle against Chaos and the world-shattering plans of Eclipso in this story by Paul Kupperberg, Mike Mignola, and P. Craig Russell.

THE QUESTION — After Prof. Rodor is kidnapped by alchemists, the Question is hardpressed to find him... or even discover anything about his friend's past! Dennis O'Neil, Denys Cowan, and Rick Magyar follow the Question as he takes the path of danger... and winds up with nothing less than the fate of the world in his hands!

RONIN TRADE PAPERBACK — Frank Miller's classic mini-series returns in a fabulous one-volume edition! The grim world of the near future is the setting for this 310 page volume, featuring every page of the original six-issue series, eight all-new introductory pages, as well as a new cover by series creators Frank Miller and Lynn Varley.

SECRET ORIGINS — The secrets are out and they're hotter than ever! The revised history of Batgirl! A tale of the old west with Jonah Hex! And from the Golden Age, the origins of Uncle Sam... the Guardian... Dr. Mid-Nite... and the Black Condor! Featuring the talents of Roy Thomas, Len Wein, Michael Fleisher, Barbara Randall, Murphy Anderson, Rick Leonardi, Gray Morrow and Dick Giordano.

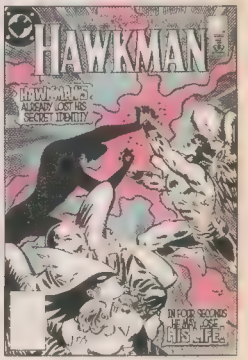
SGT. ROCK — World War II's toughest three-striper spans the generations as, first up, the tale of "The Sons of Easy" comes to an unpredictable conclusion. Then, Robert Kanigher and Andy Kubert go back in time with Rock as he visits his father's grave and finds more than just memories

THE SHADOW — Down in the subways of New York, the Shadow stalks his most ancient foe! Next, a decision is made concerning the Shadow's life as Andrew Helfer and Bill Sienkiewicz portray the battle between Shiwan Kahn and Benedict Stark for the honor of killing him! Finally — meet the Shadow's deadliest foe: the Light!

THE SHADOW ANNUAL — Look for the first **SHADOW ANNUAL** in September! It's a story set forty years ago when the Shadow's greatest nemesis was created. This is the origin of the Light, by Andrew Helfer, Joe Orlando, and Alfredo Alcala.

SILVERBLADE Maxi-Series — The magically rejuvenated Jonathan Lord must now use his powers to to help those who need him! Cary Bates, Gene Colan and Steve Mitchell tell the tales of his battle to save a newswoman being stalked by a psychotic killer and his partnership with the ghost of an actor in the search for a murderous supernatural entity!

SLASH MARAUD Mini-Series — Doug Moench and Paul Gulacy are together again and they've gotten pretty weird! This six-issue Deluxe Format mini-series is all about Slash Maraud and his gang of gonzo freedom fighters as they battle such strangenesses as alien forces and the merciless Damazons!



SONIC DISRUPTORS Maxi-Series — We're making you wait until September for the start of Mike Baron, Barry Crain, and John Nyberg's fantastic 12-issue maxi-series! The year is 2030 and the government has seized control of all broadcasting — the only way for the people to win their freedom is via the Sonic Disruptor's pirate radio satellite! Can rock n' roll save the day?

THE SPECTRE — Zatanna is going to pieces... literally! Only the Spectre can follow the dismembered sorceress into Limbo to battle the evil Wotan for possession of her life and limbs! Next, the

Spectre decides to mete out justice the old fashioned way— with death! It's the supernatural at its spookiest, courtesy of Doug Moench, Cam Kennedy, and Gray Morrow.

STAR TREK — Michael Carlin, Tom Sutton, and Ricardo Villagran present an astonishing sequel to "The Apple!" The *Enterprise* returns to Paradise only to find

the feeders of Vaal divided— some worship Kirk and crew as gods, while others will not rest until they are all dead!

SUICIDE SQUAD — How will the Squad spend their summer vacations? Trapped inside Russia, fighting for their lives against the Soviet People's Heroes, that's how! And even after they escape that danger, they still have to contend with the arrival of the Privateer! It's international intrigue by John Ostrander, Luke McDonnell, and Bob Lewis.

SUPERMAN — Three incredible foes for the Man of Steel! First Superman must face the consequences of his battle with Rampage... then, the impossible imp from another dimension is back again for the first time... and, finally, the villain is called Psi-Phon, and everytime Superman uses a power against this bad guy, he loses it! All courtesy of John Byrne and Karl Kesel.

SUPERMAN IV: THE MOVIE ADAPTATION — It's the official adaptation of the eagerly awaited SUPERMAN IV: THE MOVIE by Bob Rozakis and Curt Swan! Superman tries to do the world a favor by ridding the world of atomic weapons... while Lex Luthor uses his genius to create the Nuclear Man to destroy the Man of Steel!

SWAMP THING — John Constantine and the Parliment of Trees try to prevent Swamp Thing from relinquishing his role as Earth Elemental, and the Floronic Man returns to help make Swamp Thing's decision as tough as possible! Tougher still when Solomon Grundy shows up, inhabited by a powerful elemental energy... all as told by Rick Veitch, Alfredo Alcala, and Tom Yeates

SWAMP THING ANNUAL — We're monkeying around in this summer's **SWAMP THING ANNUAL**... and we're deadly serious about it! Swamp Thing finds himself drawn by a powerful force to the hidden Gorilla City and, along the way he encounters Gorilla Grodd, Monsieur Mallah, Detective Chimp, and more in this story by writer Rick Veitch, co-plotter Alan Moore and penciller Veitch, Shawn McManus, Stan Woch, Jim Fern and inker Tom Yeates. With a Brian Bolland cover!

SWAMP THING TRADE PAPERBACK — Collected together in a single 176-page volume for the first time, it's the first seven issues of SWAMP THING (#21 through #27) by Alan Moore, Steve Bissette, and John Totleben. Included are 15 pages of all-new material and a new painted cover by Totleben! Learn why these issues became *instant* classics!

TALES OF THE LEGION OF SUPER-HEROES — A look into the lives of four Legionnaires... a new member voted into the Legion... Star Boy's return... and the all-new Starfinger! Join Paul Levitz, Greg LaRocque, and Mike DeCarlo on this journey into the 30th Century and adventure!

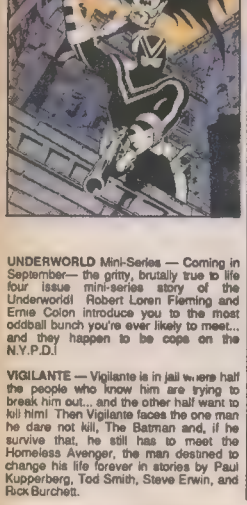
TALES OF THE LEGION OF SUPER-HEROES ANNUAL — The sequel to "The Curse!" What happens when Validus finally confronts his parents? The answer will be found here... unless Darkseid ends up winning this battle in a tale courtesy of Paul Levitz, Curt Swan, Keith Giffen, and Larry Mahlstedt.

TALES OF THE TEEN TITANS — When Mother Mayhem gets her hooks into some of the Titans, it's doubtful they'll ever escape. Meanwhile, Mento forces Cyborg

to battle Changeling, and it will take the reformation of the original Titans to stop Mento and his horrible Hybrid. Meanwhile, on Tamaran, Starfire must fight Blackfire to keep her world free, by Marv Wolfman, Eduardo Barreto, and Romeo Tanghal.

TEEN TITANS ANNUAL — Lady Godiva hasn't got anything to hide... she's plainly out to steal everything she can, including people! Only the Titans, with the help of Marv Wolfman, Mike Collins, and Romeo Tanghal, can stop her and save some lives!

TEEN TITANS SPOTLIGHT — Ever wonder what happened to the star-spanning Omega Men? Here's where you'll find the whole story, by Todd Klein and Erik Larsen. Then it's Thunder and Lightning's turn in the spotlight in a two-part tale by Tony Isabella, Chuck Patton and Don Heck. Plus learn the fate of Francie Kane in the same tale.



UNDERWORLD Mini-Series — Coming in September— the gritty, brutally true to life four issue mini-series story of the Underworld! Robert Loren Fleming and Ernie Colon introduce you to the most oddball bunch you're ever likely to meet... and they happen to be cops on the N.Y.P.D.!

VIGILANTE — Vigilante is in jail where half the people who know him are trying to break him out... and the other half want to kill him! Then Vigilante faces the one man he dare not kill, The Batman and, if he survive that, he still has to meet the Homeless Avenger, the man destined to change his life forever in stories by Paul Kupperberg, Tod Smith, Steve Erwin, and Rick Burchett.

YOUNG ALL-STARS

WANDERERS — From the world of the Legion of Super-Heroes comes the Wanderers, strange new heroes looking for a home in a hostile universe. Only Doug Moench knows that the Wanderers aren't who they think they are... and *why* they're destined to wander forever!

THE WARLORD — After the war in July's **WARLORD ANNUAL #6**, everybody is trying to get their lives back together as Jennifer and Power Girl face demons, the Warlord battles CIA agent Redmond, and everybody battles the Scavenger when he comes to conquer or destroy Shamballa. Drastic changes are in store for all of Skartaris, by Michael Fleisher, Art Thimbert, Jan Duursema, and Tom Mandrake.

THE WARLORD ANNUAL — It's war! In his quest to gain control of the entire dimension, DeSaad plunges Skartaris into a deadly and chaotic war! Only the Warlord and his allies, the New Gods stand in the way of his conquest in this tale by Michael Fleisher and Pablo Marcos.

WASTELAND — It's a very different kind of comic book and it's coming in September! It's called **WASTELAND** and it's a *most* unique look at horror! There's *never* been a book like **WASTELAND**, and there have never been stories like these by John Ostrander, Dei Close, David Lloyd, Wm. Messner-Loebs, Bruce Patterson and Donald Simpson. The controversy starts here!

WHO'S WHO UPDATE '87 Mini-series — This five-issue mini-series spans the summer and the alphabet to bring you all the latest updated information on everybody in the DC Universe with revised entries and all-new art!

WILD DOG Mini-series — The mystery continues! Who is Wild Dog, and why does he risk his neck to save a high school threatened by terrorists and a military arsenal taken hostage? He's a hero from America's heartland, and when his origin is at last revealed by Max Allan Collins, Terry Beatty, and Dick Giordano, you won't believe his story!

WONDER WOMAN — First learn the secret behind the new Cheetah, then, in a special four-part mini-series-within-a-series, George Pérez, Len Wein, and Bruce Patterson pit the Amazon Princess against "The Challenge of the Gods!"

THE WORLD OF KRYPTON Mini-series — Beginning in September, it's a detailed look at the fabulous World of Krypton in a historic four-part mini-series! John Byrne, Mike Mignola, and Rick Bryant bring you its past and the people who would shape this world that gave us Superman!

YOUNG ALL-STARS — Say welcome to Dyna-Mite as the Young All-Stars' latest member, learn the secret origin of "Iron" Munro, and then join Roy and Dann Thomas, Brian Murray, Howard Simpson, and Malcolm Jones as they present the team's fight to the finish with Axis Amerika... where someone has to die! Finally, it's a real "All-Star" baseball game, featuring the old heroes against the young before the Tigress calls time out!

— Paul Kupperberg

DID YOU KNOW...

The first *real* gathering of DC super-heroes was in **All-Star Comics #3** and the birth of the Justice Society of America.

Other noteable gatherings of DC's heroes have included **The Brave and the Bold #28**, the first meeting of the Justice League of America, **DC Super-Stars #10** and a baseball game between heroes and villains, **Justice League #107** and the introduction of the Freedom Fighters to the DC Universe, and a collection of DC's finest attending the various weddings of Aquaman, the Atom, the Flash, and Adam Strange.

E X T R A !

It's a tangled web being weaved all this Summer in the most unusual and eagerly awaited mini-series event of the year... of the last 1,000 years!

It's Millennium!

The entire DC Universe is joining in **Millennium** celebration and you're invited along for every thrilling step of this unique adventure. It's the ultimate crossover mini-series — eight fantastic, full-length issues over two months, with crossovers into virtually every one of DC's regular titles!

Wait a second! Did we just say eight issues over two months...?!

Which means **Millennium** is going to appear on an astonishing weekly basis just like last year's record breaking **Man of Steel** mini-series. But instead of just telling the story of one man (albeit the main man of the DC Universe), **Millennium** is the story of an entire world and its place in that universe.

It starts in a shadowy warehouse in Los Angeles as the friends and loved ones of the heroes of DC gather at the command of the mighty Grandmaster, powerful master of the Lost World. And of these men and women who have, for years lived their lives never themselves knowing that they were "sleeper agents" awaiting this summons from the Grandmaster. There's hardly a face in this gathering you won't recognize!

It continues at the citadel of the star-spanning Green Lantern Corps where yet another being of cosmic significance has sent out a call! Herupe Hu, a Guardian of the Universe, calls together the combined forces of Justice League International, the Outsiders, and Infinity, Inc. to join the Corps when he reveals that a new age is dawning across the universe. A moment of destiny that the world will need all it's heroes to survive.

It's the start of Millennium!

Each and every week during the months of September and October (the books cover dated January and February of 1988), a new issue of **Millennium** by Steve Englehart, Joe Staton and Ian Gibson will appear. You'll be able to follow the story straight through by reading just the eight issues of **Millennium** themselves, of course...

...But if you want to get the *full* impact of this incredible crossover mini-series you have to get in on the rest it, and that means reading **Millennium** crossover stories that come out the same week and are involved in this mini-series event of the year!

And just to show you how well coordinated we we've got this, we've even arranged to have two distinct types of crossover tales: the Direct Crossover, featuring a direct continuation of **Millennium** storyline; and the Indirect Crossover, which is a story that enriches or backs-up **Millennium**. For instance, **Secret Origins #22** is an Indirect Crossover with its background information into the origin of the Manhunters, major players in **Millennium** saga. And, of course, a Direct Crossover can lead into an Indirect Crossover as well, as in the case of the Direct Crossover story in **Superman #13**, which will tie in with the Indirect Crossovers in the same month's issues of **Adventures of Superman #436** and **Action Comics #596**.

Confusing? Not in the least, because to help keep things straight, we've labelled and numbered each and every **Millennium** crossover story prominently on the cover! And, to further simplify matters, to the right is the week-by-week listing of all **Millennium** crossovers.

Everybody at DC has labored long and hard to bring **Millennium** to you and we want to make sure you don't miss a single moment of the story that's taken a thousand years to happen!

CROSS-OVERS
MILLENNIUM
CROSS-OVERS

MONTH ONE

WEEK ONE
- FIRESTORM #67
- FLASH #8
- JUSTICE LEAGUE INT. #9
- OUTSIDERS #27
- WONDER WOMAN #12

WEEK TWO
- THE BATMAN #415
- BLUE BEETLE #20
- *LEGION OF SUPER-HEROES #42
- *SECRET ORIGINS #22
- SUPERMAN #13
- *YOUNG ALL-STARS #8

WEEK THREE
- *ADVENTURES OF SUPERMAN #436
- BOOSTER GOLD #24
- GREEN LANTERN CORPS #220
- INFINITY, INC. #46

WEEK FOUR
- TEEN TITANS SPOTLIGHT #18
- *ACTION COMICS #596
- CAPTAIN ATOM #11
- DETECTIVE COMICS #582
- SUICIDE SQUAD #9
- SPECTRE #10

MONTH TWO

WEEK FIVE
- FIRESTORM #68
- FLASH #9
- WONDER WOMAN #13
- JUSTICE LEAGUE INT. #10
- THE OUTSIDERS #28

WEEK SIX
- SUPERMAN #14
- BLUE BEETLE #21
- *LEGION OF SUPER-HEROES #43
- *SECRET ORIGINS #23
- *YOUNG ALL-STARS #9

WEEK SEVEN
- ADVENTURES OF SUPERMAN #437
- BOOSTER GOLD #25
- GREEN LANTERN CORPS #221
- INFINITY, INC. #47

WEEK EIGHT
- THE SPECTRE #11
- TEEN TITANS SPOTLIGHT #19

* Indicates Indirect Crossover Story

SERVICE FEATURE

BY CHARLIE MYERSON

So...you want to get the most out of this convention, leaving your sanity and wallet intact. Consider some tips, based on experience:

The comics convention has changed over the years. It's not just a chance for the *fans* to meet pros. It's a chance for the *pros* to meet pros... and make deals. (See the sampling of convention highlights accompanying this column.)

If you keep your ears open, you may hear some of those deals in the making. If you see a couple of professionals talking (in the artists' room, for instance; or in a lounge area or at a nearby restaurant), you may be able to get close enough to eavesdrop. (Pretend to be shuffling through some art or books for sale.)

Or walk up to one of them after the conversation and ask what they were talking about; more discretely, "So, what new projects are you considering?"

GETTING YOUR MONEY'S WORTH

Maybe you're a little shy. Maybe the comics celebrity you want to talk to is too busy for you to get a word in edgewise. You have another way to get answers to your questions. As a veteran convention panel moderator, I assure you that convention panel moderators have *plenty* of free time.

Try this: check the convention guide to see which panels will feature your "target" talent. Then, find out who's moderating the panel. (If the program guide doesn't say so, then ask one of the convention organizers.) Once you find the moderator, suggest that he or she ask your question. Believe me, we're always looking for good questions.

In general, don't be shy about asking the convention organizers for help or information.

LUNCHTIME!

If you're looking for a way to save your money while maintaining your strength, try packing a jar of peanut butter and a loaf of bread.

I haven't tried that trick myself, but one of the editors of this esteemed journal, Bob Greenberger, tells me that he and a hundred of his closest friends once stretched one jar of Skippy and a loaf of Wonder Bread thru a four-day convention — and each received the minimum RDA of 24 key nutrients. Then again, this is the sort of story that grows in the telling.

And, hey! Wash those hands before you return to the convention floor. There's an old saying among comics dealers: "You smear peanut butter on it, you bought it."

NEAT STUFF FROM CONVENTIONS PAST

Since the first of the big comics conventions was held (1964 in New York, by one account), they've yielded plenty of news and new talent for the industry. Here's just a sample:

NEW YORK, spring '75: Marvel and DC announce plans for a book featuring an historic crossover: Superman meets Spider-Man.

SAN DIEGO, summer '83: During what must've been a long elevator ride to the roof of the Executive Hotel, a group of comics pros comes up with the idea for the **DC Challenge** maxi-series, each issue of which would end with a cliffhanger, to be resolved by a different creative team the next issue.

CHICAGO, summer '85: DC and First Comics announce plans for a crossover book featuring characters from each company. (OK; not all these deals bear fruit.)

CHICAGO, summer '86: Stan Lee says he'd like to see Spider-Man marry Mary Jane Watson.

ALL OVER, every year: Young fans, destined to become pros, make their connections at conventions. One 1972 convention in Detroit included among its volunteers this sampling of pros-to-be Terry Austin, Tom Orzechowski, Tony Isabella and Martin Pasko

LET'S MAKE A DEAL...

If you're out to buy a book that's new and in demand, you may want to buy it early in the convention. I've learned the hard way that titles in demand can disappear from all the tables before the second day of a convention hits midpoint.

On the other hand, if you're looking for something not necessarily hot or recent, I recommend you wait until the end of the convention — say, the last morning — to make your purchases. That's when "everything half-price" or "Frank Miller special" signs begin to bloom. (Don't wait *too* long. A lot of dealers pack up mid-morning on the last day.)

I've found dealers willing to haggle a little. If you're looking for a long run of a specific title or a large number of comics, cruise the hall looking for the dealer who has the most items on your want list.

You'll be able to drive a better bargain if you buy in quantity at one place. You can say something like, "I'll buy these 10 comics from you if you knock 30 percent off the total."

The worst response you'll get is a *no*... or — unlikely — a punch in the mouth.

(Back when a quarter *meant* something, I went so far as to return a comic I'd bought from one dealer and asked him to give me a refund because I'd found it for sale at 25 cents less at another table. He did. I just hope he doesn't remember me at the *next* convention.)

FIGHT THAT SHOPPING FRENZY

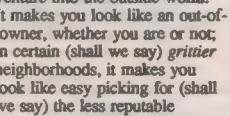
Set aside some time to visit the discussion panels. It's an opportunity to hear professionals discuss some of the key issues in the industry. And you may discover some new talent — or some new respect for old talents. If you like they way they sound, then you may like the way they write...or draw or edit.

Those panel sessions also represent a chance to strike up a conversation with other fans — to meet friends or pen-pals or the artist for that script you've been working on.

BEFORE YOU GO...

When you leave the convention hotel — for lunch or for good — take off that convention ID pin before you venture into the outside world. It makes you look like an out-of-towner, whether you are or not; in certain (shall we say) *grittier* neighborhoods, it makes you look like easy picking for (shall we say) the less reputable elements of the urban populace.

Gritty neighborhood or not, it makes you look like a weenie.



CHARLES MEYERSON is a comics aficionado and a reporter for WXRT Radio (93.1 FM) in Chicago. In future editions of FOCUS, he'll be addressing some of the issues facing the comics industry.

Do you have questions about comics? Problems you'd like solved? People you'd like interviewed? It's all fodder for future installments in this series. You can write to Charlie care of FOCUS, DC Comics, 666 Fifth Avenue, New York, New York 10103.

GRADING COMICS

On the convention floor, as you're scurrying across a sea of old comic books, you might be a bit confused as to the *condition* of titles. Here, for your convenience, is a beginner's guide to grading old comics.

Mint - brand-new; for all practical purposes, never been seen by human beings. Mint comes in three flavors: "pristine," which is totally perfect in all ways; regular "mint," which is unread but has been on the racks for a day or two; and "near mint," which slows just the slightest of wear.

Fine - Somebody who was very, very careful might have actually read a "fine" comic book, once. They show some wear, and maybe a wrinkle or some spine creasage. "Very fine" shows less wear than merely "fine."

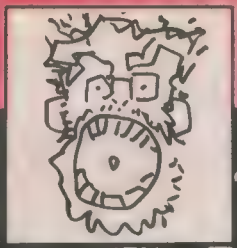
Good - A comic that was read by a civilian. Nothing is missing, maybe some minor tears, some discoloration in the color and/or the paper stock. "Very good" is in better shape than "good."

Fair - *Several* civilians read this comic book. It's been folded, the tears are in need of repair, it's faded a bit, but it's complete.

Poor - This comic book has been around the block a lot. You might want to *read* it, but you wouldn't want it for your collection.

Awful - Coverless, page-less: the only thing less valuable than a comic in this condition would be a Mylar Snug™ with nothing in it. Maybe.

— Mike Gold



PROFILE

ANDY HELFER

OCCUPATION: Writer and Editor.
MARITAL STATUS:"Almost, but not quite..."
BASE OF OPERATIONS: "An anonymous tenement in Manhattan."
FIRST APPEARANCE: Circa 1958.
HEIGHT: 5' 10" WEIGHT: 190 lbs.
EYES: Brown HAIR: Brown.
AGE: 28 SHOE SIZE: 10
CURRENT DC PROJECT:
Writing THE SHADOW.
LAST GOOD BOOK READ:
Compulsive Killers (Non-Fiction)
LAST GOOD MOVIE SEEN: SHOAH.
QUOTE: "Get outta my dream!"
HOBBY: "Shooting rubber bands at cats--an art taught to me by Joe Staton."

GOAL: "To hit one."
WHY I DO WHAT I DO:
"Nothing else was legal."
WHAT I'D BE DOING IF I WASN'T IN COMICS: "Pleading the Fifth."
TIP FOR ASPIRING COMICS PROFESSIONALS:
"Never invest your own money."
WHAT GOT YOU INTO COMICS:
"A trail of moldy bread crumbs."
PROFILE: Andy is one of DC's most beloved Editors-- though nobody can really figure out why. Perhaps it's that fact that if you really need Andy, he'll be there-- if you "just wait five more minutes!"
WHY DC?: "Ergonomically correct seating."

ART: SIENKIEWICZ

FOCUS ON:

DEL CLOSE

Del Close

PETER B. GILLIS

Del Close was standing in class, recounting an experience he'd had recently out on the West Coast experimenting with improvisation with Bill Murray, among others. "And suddenly I said to myself, 'Oh, here I am in the unknown again. How familiar.'"

The name Del Close, among comics people, is associated with Tales from Munden's Bar in the back of First Comics' *Grimjack*, and that's about as far as it goes. They probably don't associate him with Bill Murray, John Belushi, Mike Nichols, Elaine May, Second City Television, Saturday Night Live — or with Ken Kesey and the Merry Pranksters, Timothy Leary, and the Grateful Dead.

This is a man who not only was a test subject for the Project Mercury space program, but was also on the cast of *My Mother The Car* (he played fellow Second City alum Avery Schreiber's mechanic assistant). He was also a fire-eater at a carnival in Kansas.

Sigh You think I'm making this up, don't you? Everybody thinks that. But the strange thing about the stories about Del is that they are, in fact, true. Yes, Betty Thomas (of *Hill Street Blues*) did pay tribute to him when she accepted her Emmy Award — Del was in a Walgreen's Drug Store across from his apartment and saw it on a TV with a decal that said ONLY $249! on its front.

Yes, he has a major role in the movie The Big Town, with Matt Dillon, Tommy Lee Jones and Bruce Dern, being released in August. And yes, the story in the first issue of DC's Wasteland, which is about running around the storm sewers of Chicago, tripping on acid, shooting nine foot rats with a police .38 revolver is autobiographical.

After reading an interview with Del that was published in *Chicago Magazine* , there was at least one person in the DC offices who said she didn't think she wanted to meet him. And after all, a man who is an avowed witch (with stories about how hard it is to dance around a fire in someone's basement, hitting one's head on the pipes), a former partaker of hallucinogens (starting in an era when they were legal), and who was cast as a major villain in *Wired*, Bob Woodward's book about John Belushi — we're not talking about an average guy, or even an average comic book person.

PETER B. GILLIS is a longtime Chicago resident and the writer of numerous comics series for a multitude of publishers. His current work includes *Strikeforce: Morituri* at Marvel, *Chrome* at Hot Comics, and *Shatter* at First Comics. While this represents his first work for DC Comics, it will not be his last.

The deadly FOO-GOO, from the story of the same name, co-written by John Ostrander with art by David Lloyd. All the following illustrations are also from that story, appearing in **WASTELAND** #1.

But perhaps the most important fact about Del is that he's a creative adventurer in the way that any of us who consider ourselves artists aspire to be. I talked to Del backstage at the Goodman Theater in Chicago, where he is rehearsing Shakespeare's *Tempest* .

"You grow up as a kid, with people like Captain Marvel saying 'Shazam!,' and you grow up with this this notion that you really can't say magical words and turn into somebody else — and then you become an adult and realize that, well, you really can — witness on the stage! It's not precisely 'Shazam!,' but it's not completely out of the court."

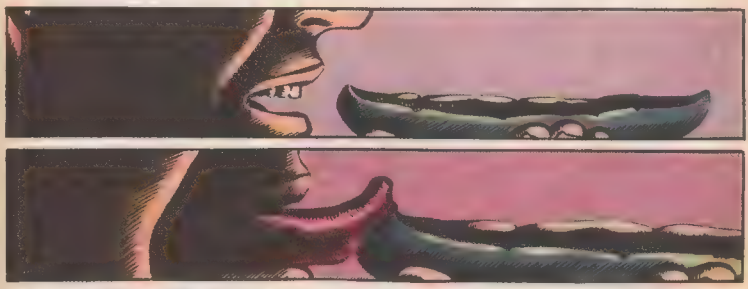
Or take the rats story. "Now you can read this as a pro-drug story or an anti-drug story: there's no real position taken. The experience was strenuous to go through — it was not necessarily horrifying to me — although it's totally horrifying to anybody I've ever told it'to. 'What, you've lived through those things?'

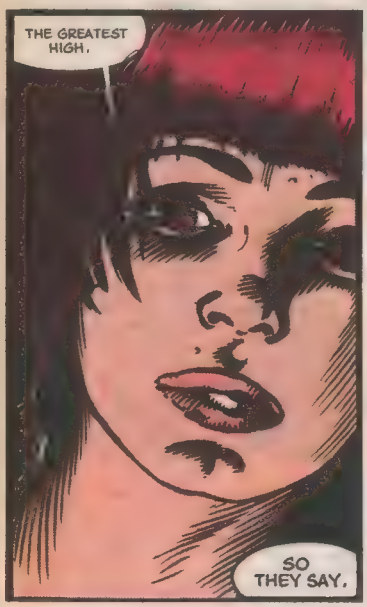
"It was great fun to me, but to keep it fun I just had to make it part of my normal everyday reality, which is the point of the story: I find myself down in the sewers, with roller skates wired to my feet, wearing knee boots, with an acetylene lamp masking-taped to my head, with a police .38 in my hand, shooting at rats, and I said, 'What am I doing?' — you know, you begin to panic, and you have to say, no, this is normal reality. And if you're sufficiently flexible to convince yourself that this is normal, then you have a good chance of getting out of it."

Del is a teacher, too — the creator (with Charna Halpern) of an improvisational form of theater called the Harold, which consists of a group of people standing on a stage and, having been given a suggestion from the audience (like "wet cardboard" or "revenge") improvise for about 20 minutes — with no time for preparation — and create an interlocking series of narratives that ultimately all express "wet cardboard" or "revenge" in one fashion or another. When it works, it's breathtaking, and even when it fails, it's interesting.

At the outset of our class, he told us that the society we live in discourages us from using our creativity, and that he was going to treat us like poets and geniuses, and teach us skills that society frowns upon.

Del Close was born 53 years ago in Manhattan, Kansas, and as a young man helped publish the first Science Fiction poetry magazine. Science Fiction — as well as comics — has always been made up of people who define themselves as outside the mainstream — and Del has been on the outside looking in as an artist from a variety of





views: from theater to TV writing, to improvisational comedy and comic books.

Along the way, Del went on to form the Compass Players in St. Louis, two of the members of which were Mike Nichols and Elaine May, which was the direct antecedent of the Chicago-based Second City improv company, which in turn gave birth to SCTV.

For two seasons, he was "house metaphysician" for *Saturday Night Live* . And working at the Goodman Theater in Chicago, he would gad about with playwright/comics scripter John Ostrander, who would ask him for "new ideas for super-heroes," which led them to start collaborating on "Munden's Bar" — which brings us to DC's new monthly, **Wasteland**, which Del co-writes with John Ostrander, with artwork provided by the ensemble cast of David Lloyd, William Messner-Loebs, Bruce Patterson and Donald Simpson.

"There's this quote from novelist Clive Barker that 'horror is the central fact of our lives' and another quote from Stephen King that in the face of the kind of things that we face today, albeit at somewhat of a distance, nuclear annihilation, pollution, the general deterioration of our society, that next to that, I believe Stephen King said that compared to that, zombies lurching through the night can seem positively cheerful."

In **Wasteland** "we're recalling attention to that which is horrific in our own society." There will be less of an emphasis on the genre aspects of what traditionally is known as horror, and more of "horror as a way of looking at the world... the horror of bureaucracy, of late-night 7-11's..." all looked at in a mordant, bone-chilling — and sometimes darkly funny — way.

Everyday life has infinite potential for the strange and disconcerting, and **Wasteland** will have it aplenty. "When I was touring with the carnivals in Kansas — you know, the geek show, the freak show, the ten-and-twenty peep show — I used to work with the armless wonder from Tulsa Oklahoma, ladies and gentlemen, see her dial a telephone, see her comb her hair, hear her play the high-waiian steel guitar with her feet ladies and gentlemen, and — I never thought it was amusing, I used to think it was kind of horrifying, particularly when she was the knife-thrower's target, and it gave rise to all sorts of bad jokes about how she lost her arms — but you sit down there and talk to her for about five minutes, with her smoking a cigarette with her feet, and pretty soon the feet turn into arms, and she can shrug with the feet from the hips..."

But there will be a "supernatural" angle to the book as well. "I have more intimate familiarity with [the supernatural aspect] than John does, being a witch, so a lot of the stuff I expect I will be doing is not precisely what you'd call pagan propaganda, but propaganda for the kind of wide-angle thinking that includes multiple realities."

Even though, as he says, "pagans do not proselytize," Del's religious beliefs are intimately tied into his approach to horror — and creativity in general. "I suspect that there will be many stories in **Wasteland** where the stories will be presented as horror stories, but if you reverse them you'll discover that they're something else again. They are propaganda for another way of thinking.

"One of the questions in the *Tempest* is 'what can magic do?' It can alter external events, but it cannot change people's minds. Except, of course, the mind of the magician. And of course that's Aleister Crowley's point, that's the purpose of magic — that's sorcery, to change the external world. Magic is to change the mind of the magician. And those of us who are artists know how important it is to alter your own perceptions

and cognition in order to perceive the world in different ways, and then report on it."

When I was taking improv classes and watching my friends perform in a twice- or thrice-weekly exhibition of the form known as the Improv Olympics, Del would get on stage and do something that was like an introduction, like a stand-up comedy monologue, and like a report on his cognitions.

One of the things that especially drew me to taking the classes (I had met Del via John Ostrander, Mike Gold, and Kim Howard Johnson — who, in addition to being a writer for *Starlog* and Focus, was also an improviser in that same circle). One monologue that particularly struck me was the one he did the evening of the *Challenger* disaster.

There were fewer people than usual at CrossCurrents, the cabaret where this went on, and many of the improv team members really didn't feel like going on. Del stood up and began to recount his experience with Project Mercury (yes, the space program that they made *The Right Stuff* about, ladies and gentlemen.) It seems the project scientists were curious as to which kind of person would function better strapped into a tiny capsule, hurtling through space: an introvert or an extrovert.

It's unknown where they got their introverts from, but for extroverts, they put an ad on the Actors Equity bulletin board. "Wanted: test subject for government program. Must be willing to take drug." Since at that time, LSD was not only legal but the drug of choice in clinical psychological experimentation, Del volunteered. They strapped him in a fake capsule, and injected him with a massive dose of pure LSD-25 — and the capsule took off.

The journey into space was going fine — vast new horizons opening up before the space pioneer — when somebody opened the hatch and asked him what he wanted for lunch. They handed him a menu, the letters of which promptly got up off the page and started running across the cabin — and they asked him again what he wanted.

One phrase leapt up off the paper at him: "Tuna Salad Sandwich", which, at the moment, seemed to be the most uproariously funny words in existence. The door closed, then reopened with the Tuna Salad Sandwich, which he just stared at for a long time. He never went back for the second session.

The reaction to Del's monologue was strange — for most people the immediacy of the shuttle's explosion was too ghastly, too vivid for even consolation, inspiration, or comfort. I'm sure that

many in the audience perhaps found the story in bad taste — but for myself and some others there, the story provided us with a sense of, well, perspective. Without telling us what to think or encouraging us, it did become easier to watch the show, and, in a minor way, to come to terms with the ghastly event.

There are many other stories about Del — and many people who know him will still say "you're kidding!" when they find out about them — like how he was responsible for Hugh Hefner writing "The Playboy Philosophy", for example — and no doubt some of them will find their way into Wasteland. ("If there's anybody to blame for doing my autobiography in a horror comic, it's Wasteland editor Mike Gold's fault.")

And *sigh* I suppose that some of you out there will gather from what I've written here that, no, Del is not an ordinary comic-book person, but a Famous Guy, and a Notorious Wild Man Degenerate. ("I don't wish to be socially ameliorative.")

What Del is, or part of what Del is that makes me admire him so much, and look forward to Wasteland as I have to few other comics until now, is a man who is Doing It. He's been Doing It for a long time, more consistently and adventurously than anybody I know (or know of) — and who continues to Do It.

Del Close, ladies and gentlemen.

PROFILE

GEORGE PÉREZ

OCCUPATION: Writer and Illustrator
MARITAL STATUS: Married.
BASE OF OPERATIONS: Jamaica Estates, New York.
FIRST APPEARANCE: June 9, 1954
HEIGHT: 6' 2" WEIGHT: 200 lbs.
EYES: Brown HAIR: Black/Gray
AGE: 32 SHOE SIZE: 10 1/2
CURRENT DC PROJECT: WONDER WOMAN
MAJOR INFLUENCES: "Just about everybody."
LAST GOOD MOVIE SEEN: THE FLY
LAST GOOD RECORD BOUGHT: THE BRIDGE by Billy Joel.
QUOTE: "Life's greatest pleasure is sharing it."
HOBBY: Trivia, dancing and acting.
GOAL: "To write and illustrate without deadlines."
WHY I DO WHAT I DO: " 'cause I love it!"
WHAT I'D BE DOING IF I WASN'T IN COMICS: "I'd check out writing and acting."
TIP FOR ASPIRING COMICS PROFESSIONALS: "Don't let your ego get in the way."
WHAT GOT YOU INTO COMICS? "I fell in love with comics when I was five."
PROFILE: Friendly and gregarious to the end, George never stops trying to be the life of the party no matter what the odds!
WHY DC?: "I enjoy their books and they treat me well, which means alot."

LAST

Whenever we finish off a mini-series, we continue to get tons of mail that, previously, could never see print, given the four-month lead time required: we could not share your comments on the last three issues of any mini-series.

Last Call provides a unique function: this column allows us to present a smattering of mail we've received on the final three issues of an important mini-series — in this case (and in keeping with our **Millennium** cover story theme), we're offering some of your comments on our **Legends** mini-series.

Dear DCers,

I have been reading comics for 12 years now, namely DC, and I have to tell you that you guys have outdone yourselves. I usually just plan on writing but this time I had to write (the last time being eight years ago). I also am a comic artist as a hobby and you guys are an inspiration.

The **Crisis** mini-series was so great! I loved the multiple Earth syndrome and thought that after **Crisis** everything would be ruined... but lo and behold it's even better.

Y'all have even outdone **Crisis** with **Legends**. Great concept, outstanding art and excellent script and staff. Len Wein has always been a favorite of mine on anything he does and I hope to get into the business and become as great as he and others like him. I hope to one day work for DC; it's been a dream of mine since I was seven years old (I'm 19 now).

I enjoyed the way Ron Reagan was used in the series. This is the first time I've ever seen the President actually used in comics. You guys ought to get the Presidential Medal of Honor for it. In fact, I bet the President has even started to read DC if he hasn't before. Keep up the good job.

Darian
PSC Box 4711
Edwards AFB, CA 93523-5000

• • • • •

Dear Mr. Gold,

Legends is great!! It sent shivers up my spine when I found out Byrne was drawing it. I had been waiting years to see Byrne draw Captain Marvel.

Captain Marvel is a great character. I want to see more of him. Who's going to draw his new adventures in the **Justice League**?

My favorite part of **Legends** is Ronald Reagan. Byrne does the best Reagan this side of Rich Little! Keep up the good work, guys!

James Bishop III
2918 Hollandale
Dallas, TX 75234

*Of course, by now Jim you've seen Captain Marvel in the **Shazam!** mini-series. But you might not be aware that our **Shazam!** mini-series was so successful we've decided to develope the book into an on-going monthly title!*

• • • • •

Dear Gentlemen,

In the past, I've been hesitant to write letters to the letter pages of comic books for fear that the editor might just find my opinions, well, boring. But when I read **Legends** #5, I just had to put my two cents in.

There were several things that made this a great book in my eyes, but none more emotion stirring than pages three and twenty. When Billy Batson spoke those magic words, I felt compelled to salute the flag. The sheer power of that splash page was . . . well, immense, incredible, and all of those other words used to describe something as being damned good. "For better or worse, I'm back — and this time it's to stay!" Wow! (Say, do you smell mom's apple pie baking?)

Well, thinking that this had to be the emotional high of the story, I kept reading with nary a hope of another such part. But when I turned to page twenty, tears of ecstatic joy fell from my unbelieving eyes! Nine of the greatest heroes of all time in final confrontation with the primordial slime bucket known as Godfrey! The look on their faces said it all.

I'll tell you this, there is no possible way on God's green earth that you could get me to go up against the good Captain Marvel and the Man of Steel! Death wishes don't come easy to me.

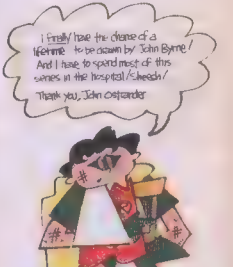
I had just oodles more to say, but this letter is running a tad long. Thanks for the great stuff, guys. (And just between you and me, I don't think Superman looks a thing like Phil Donahue. His hair is much too dark!)

Craig Hewitt
2041 Tudor Hills Drive
Anchorage, AK 99507

• • • • •

Dear Sirs:

I want to compliment you on the **Legends** mini-series. I'm collecting them and all of the corss-overs, spin-offs, and whatever else is involved.


I finally have the chance of a lifetime to be drawn by John Byrne! And I have to spend most of this series in the hospital/sheesh!
Thank you, John Ostrander
BRIAN BEARD

CALL

I also like the new **Superman**, **Batman**, and **Wonder Woman**. I'm glad to see new life breathed into the pillars of the DC Universe.

The Charlton heroes are another big plus for you guys. I wonder if there are any more companies out there who have some heroes sitting around collecting dust. Maybe they would like to let DC make them Legends also.

Steve Jefferson
1907 Sharbot Drive
Columbus, OH 43229

Gee, there probably are... any suggestions?

• • • • •

Dear John, Len, John, Karl, Denny, Steve, Carl, and Mike,

Legends was excellently done. High grade entertainment with plenty of action plus a healthy dose of philosophy.

How apt it was for Glorious Godfrey to be ultimately defeated by the simple act of placing the "Helm of Fate" on his head! For none but he who was chosen can be the repository for the power of Fate!

I'm looking forward to all the new series to come out of **Legends**. Especially **Suicide Squad**, **Justice League**, and **Shazam!**. I reserve comment on FLASH; he has not been handled well yet.

Just as **Crisis** lived up to hype so did **Legends**. Unfortunately for Marvel, they produced the exact opposite of their hype, namely tripe. I bought both for my personal collection and for the interconnections, which actually were few. Hurray for DC!

George O. Williams
Rt. 2, Box 217
Angie, LA 70426

*So now that you've had a chance to see our new **Flash**, George... what do you think?*

• • • • •

Dear Mike,

First came a **Crisis on Infinite Earths**, which just about knocked my socks off! Then DC announced a spin-off mini-series entitled **Legends**,

Let me see.. I've got the wisdom of Mercury No,no. that's the speed of Mercury, wisdom of Aries. But wait..no,no. that's not right, either
I'll never have this memorized in time for LEGENDS!
BRIAN BOLLAND

and I must admit, I thought it was going to be another rip-off. How wrong can someone be? **Legends** is a complete classic, and deserves to be recognized for what it is.

The artwork of John Byrne is of course superb, and John Ostrander seems to have a tight grip on the plot-line.

The question I would love to have answered is can we expect **Crisis on Infinite Earths**,**Who's Who**, and **Legends** to be reprinted in trade paperback format, as Marvel has done with their universe title?

Peter Sidebotham
7 Marton Close
Lower Heath, Congleton
Cheshire, CW72 2HS,
ENGLAND

We have no plans at this time, Peter — although if there's sufficient demand, I'm sure we will. And, of course, that means you people who want to see collected editions had better write to us today!

• • • • •

Dear Legends-Crew,

After reading **Legends** #4, I had to write to you guys! The writing was excellent and art by John Byrne is magnum opus! Don't stop the flow, now!!

I have one question that I hoped you would answer. Why did Mr. Byrne draw three different chest-emblems for the Blue Beetle (pages 13, panel 2; 14, panel 2; and on the cover)? I'm sure there is a perfectly good reason. Right?

Barry Black
505 Division Avenue
East Spencer, NC 28039

There is a perfectly good reason: we goofed. We had some problem getting the emblem right — that sort of thing happens from time to time — and occassionally we would miss one or two in our attempts to fix it. The beetle John drew was inspired by the original Steve Ditko version, which had been altered a bit in the on-going DC series.

• • • • •

Yo, Mikey!

So it's really over! No more waiting an entire month to find out what happens to my favorite DCers. No more cross-overs and spin-offs. No more G. Gordon Godfrey! (Will all the people find out that they were controlled by Darkseid?) It really doesn't matter. What really matters are the spin-offs. I can't wait for the new **JLA** (Oops! **JL**), **Suicide Squad**, and **The Flash**. Well, I'm going to end this letter. **Legends** has been better than — strawberry Jell-o!?!?

Tim "G. Gordon Godfrey" Moyle
Apokolips, USA

I take it you like strawberry Jell-o?

• • • • •

LAST CALL

Dear LEGENDers,

I had quit reading DC until I was motivated to try again by the cover of **Crisis #7**... Supergirl in Superman's arms. That story was just great. I have read that issue about eight times because it was so sad seeing SupergGirl die for Superman.

That got me interested in DC a little. What got me really interested was the new Superman. The three new improved titles of **Superman** has got to be the best thing to happen in America.

Then what really gave me a heart attack was **Legends**. I was laying on the ground, people asking me if I was alright and I'm saying to myself "DC is finally putting out some good quality stuff!" (bless you!).

Now to a different subject. John Ostrander, you and DC will never be able to come up with a story that will top **Legends**, never. I will admit I only bought **Legends** because it was the only thing left at 7-Eleven. I thought to myself "Oh, no, not another superpower story." But when I opened up the book I knew it was different because of the art and because the story looked great.

Now I have currently five issues of **Legends** and am looking for the sixth. I have to tell you thank you for bringing Dr. Fate back. I think he is a terrific force of power in the DC Universe.

So until DC comes up with a better story than **Legends**, make mine DC.

Ricky Munay
Hunble, TX

• • • • •

Dear LEGEND-Makers,

Now that the **Legends** mini-series has come to a close, I feel it necessary to comment on your six-issue epic. I was greatly looking forward to this series as Darkseid is my favorite villain and I've been wanting to see him take on earth's heroes (**Super Powers** doesn't count!).

For the most part, you didn't let me down. Mostly, this book has been pure enjoyment. The art was excellent throughout. Byrne and Kesel make almost as good a team as Byrne and Austin, and this was Byrne's best artwork ever! He does all the characters so well. Of course, he does a great Superman. The Man of Steel looks powerful and noble. Batman looks dark and creepy. Phantom Stranger looks equally dark and mysterious. Darkseid's massive form radiates evil and power. The Flash looks sleek, Guy Gardner looks nasty. And Capt. Marvel and Martian Manhunter look better than ever! We've never seen Cap and Manhunter look so powerful. These characters in particular stand out, but Byrne does them all well.

I have not one complaint about the art (except that Billy Batson looked too young to be 15). I have to point out that Batman was especially exceptional in the last couple of issues as his cape and mask were done all black instead of blue. He really looks better that way.

Ah, well, all in all, **Legends** was a very good series. You told a good story, but you failed to do anything revolutionary with the heroes. Still, I think the best thing to come out of **Legends** is all the new books: **Flash, Justice League,** and **Suicide Squad.** I liked the **Cosmic Boy** mini-series and the **Shazam!** mini-series looks good, too.

Danny DeAngelo
7 Carmody Court
Apt. 606
South Boston, MA 02127

• • • • •

Dear **Legends** People,

I think **Legends** is a comic book legend. You picked out the true heroes of the DC Universe — Batman, Superman, and Captain Marvel (a.k.a. the Big Red Cheese).

Herb Dierking
1031 N. Shattuck
Orange, CA

• • • • •

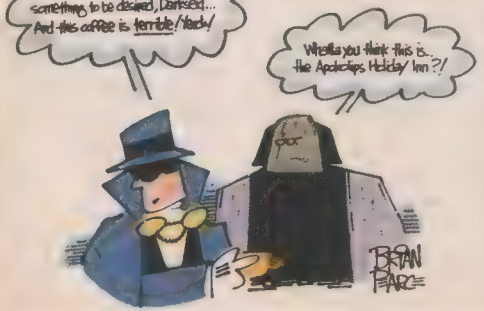
Dear DC,

My compliments on combining the greatest talents in the business for **Legends**! **Legends** has become my favorite comic since **Crisis**.

Scott Moore
26 Teresa Place
Buffalo, NY 14210-2419

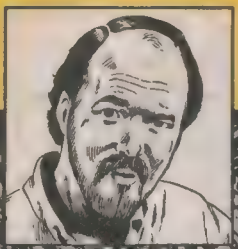
***Legends** was a lot of fun. But just wait — following **Millennium**, waiting in the wings... is **The Weird**!*

— Mike Gold


Your hospitality certainly leaves something to be desired, Darkseid... And this coffee is terrible, too!
What'ta you think this is... the Apokolips Holiday Inn?!
BRIAN PARE

PROFILE

PAT BRODERICK



OCCUPATION: Penciller.
MARITAL STATUS: Married with four children.
BASE OF OPERATIONS: The Comics Cafe, Tampa, Florida.
FIRST APPEARANCE: November 26, 1953
HEIGHT: 6'1" WEIGHT: 180 lbs.
EYES: Brown HAIR: Bald
AGE: 33 SHOE SIZE: 11 1/2
CURRENT DC PROJECT: Pencils CAPTAIN ATOM
MAJOR INFLUENCES: Neal Adams, Jim Starlin, Steve Ditko.
LAST GOOD BOOK READ: NEXUS by Mike Baron and Steve Rude.
LAST GOOD MOVIE SEEN: FROM BEYOND
LAST GOOD RECORD BOUGHT: SLEDGEHAMMER by Peter Gabriel.
QUOTE: "If the check's in the mail-- so are the pages."
HOBBY: Camping/ Travelling
GOAL: To be rich.
WHY I DO WHAT I DO: " I can't do anything else."
TIP FOR ASPIRING COMICS PROFESSIONALS: "Stick with it-- if you want it bad enough, it'll come."
WHAT GOT YOU INTO COMICS: DC's Junior Bullpen Program in the 1970's.
PROFILE: A former party animal, Pat's laid back for life as a family man these days.

ASK COMPUTO!

The following questions were recorded during a DC Renaissance Panel at I-Con VI, Stony Brook, New York.

Q: I don't get it, if **Who's Who** covers the DC Universe then why are there listings for series like **Atari Force** or **Arak**?

A: **Who's Who** and the current **Update '87** covers everything DC publishes. That's one reason we bill it as definitive. We've taken to labelling the entries featuring non-continuity characters such as Lords of the Ultra-Realm in **Update #4.**

Q: Will we ever learn the real origin of the Phantom Stranger?

A: No. Some characters just work better when there is a hint of mystery. The Phantom Stranger is one of those characters. You can learn more about him in the current mini-series but he, like Madame Xanadu and Black Orchid, are mysteries to everyone.

Q: Will we ever see Ragman again?

A: Many people at DC like the Robert Kanigher-Joe Kubert creation and it's always been finding the right place for him. Andy Helfer and Mike W. Barr have laid claim to the character, so expect to see him work with The Outsiders in the near future.

Q: I'm confused by the new origin for Jason Todd. How does it work with what happened to Dick Grayson and Nightwing?

A: It goes something like this: Dick Grayson was seriously wounded in combat with the Joker. Tensions had been brewing between the young man and Batman to begin with so the gun wound was the final straw. Batman swore he wouldn't endanger Dick any further and as far as he was concerned, Robin was dead. Dick, however, preferred the life of an adventurer, plus he recognized his commitments to the Teen Titans.

What Batman didn't realize was that he required a partner, he needed that youthful spark of life. Therefore, when a few weeks after Dick's wound, Batman encountered street child Jason Todd ripping off the Batmobile's wheels, he saw that spark. However, to ensure that Jason wouldn't be subjected to the same dangers, Batman took six months to train him before allowing him to debut as Robin.

During those six months, Dick recovered, moved out of Wayne Manor and set up shop in Manhattan. During a Titans case that involved the Terminator and Terra, he donned the costume of Nightwing. Feeling confident at last with his destiny, he returned the Robin costume to Batman, who felt comfortable bestowing it upon Jason.

We'll be clearing this up in a forthcoming issues of **Batman**, written by Jim Starlin and **Who's Who Update '87 #5.**

Q: I really love **Captain Atom** and **The Question.** Where are the other Charlton heroes?

A: Well, Blue Beetle has his own title and appears in **Justice League** every month. Starting with **JL #7**, Captain Atom joins the group. Sarge Steel pops up here and there including cameos in **Superman Annual #1** and **Adventures of Superman #1.** Peacemaker gets his own mini-series this fall and Nightshade can be found every month in **Suicide Squad.** Judomaster, Son of Vulcan and Peter Canon will turn up as soon as we nail down some plans.

Q: Who's going to be in the new **Justice League?**

A: The line-up is intended to be fluid, as witnessed by Dr. Light's abrupt resignation a few months back. We'll have Captain Atom replace Captain Marvel this summer and by Christmas expect to see The Flash join the team. There will also be guest-stars who will not be joining the team.

If you have questions concerning our characters and the DC Universe, address them to Continuity Corner, FOCUS, DC Comics, 666 Fifth Avenue, New York, NY 10103.

JOHN OSTRANDER

OCCUPATION: Writer
MARITAL STATUS: Newly-married.
BASE OF OPERATIONS: Chicago, Illinois
FIRST APPEARANCE: April 20, 1949 and again March 17, 1962.
HEIGHT: "I'm taller than I am wide."
WEIGHT: "I'm not as wide as I am tall."
EYES: Two SHOE SIZE: 10 1/2
HAIR: "...and the moon is in the seventh house..." AGE: 10 1/2
CURRENT DC PROJECT: Writing SUICIDE SQUAD, FIRESTORM and WASTELAND.
MAJOR INFLUENCES: Shakespeare and Stan Lee
LAST GOOD BOOK READ: DC FOCUS.
LAST GOOD MOVIE SEEN: AROUND MIDNIGHT
LAST GOOD RECORD BOUGHT: EXPERIMENT IV by Kate Bush.
QUOTE:"When in doubt-- hit it with a hammer."
WHY I DO WHAT I DO: "Because they give me money."
TIP FOR ASPIRING COMICS PROFESSIONALS: "Live first-- then write."
WHAT GOT YOU INTO COMICS: "Mike Gold."
PROFILE: Readers of John's work have gotten the feeling that he might be a twenty year old rock and roller-- when, in fact, he's really more like the father of a twenty year old rock and roller.
ANY OTHER THOUGHTS OR COMMENTS: No.

ART: BROZOWSKI/GIORDANO

Summer '87 CHECKLIST

OCTOBER COVER DATE:
Shipping the week of June 9

FIRESTORM #64
FLASH #5
JUSTICE LEAGUE #6
OUTCASTS #1*
OUTSIDERS #24*
TALES OF THE TEEN TITANS #82
VIGILANTE #46*
WHO'S WHO UPDATE '87 #3
WILD DOG #2
WONDER WOMAN #9

Shipping the week of June 16

ACTION COMICS ANNUAL #1
BATMAN #412
BLUE BEETLE #17
ELECTRIC WARRIOR #18*
LEGION OF SUPER-HEROES #39*
SECRET ORIGINS #19
SGT. ROCK #418
SILVERBLADE #2*
STAR TREK #43
SUPERMAN #10
WARLORD ANNUAL #6
YOUNG ALL-STARS #5*

Shipping the week of June 23

ADVENTURES OF SUPERMAN #433
BOOSTER GOLD #21
DR. FATE #4*
DOOM PATROL #1
GREEN LANTERN CORPS #217
INFINITY, INC. #43*
NEW TEEN TITANS #36*
THE SHADOW #3*
SWAMP THING #65*
WARLORD #122

Shipping the Week of June 30

FIRESTORM ANNUAL #5
HAWKMAN #15
LEGION OF SUPER-HEROES ANNUAL #3*
MASK #9
PHANTOM STRANGER #1
THE QUESTION #9*
RONIN TRADE PAPERBACK
SPECTRE #7*
SUICIDE SQUAD #6
TALES OF THE LEGION OF SUPER-HEROES #352

Shiping the week of July 7

ACTION COMICS #593
DETECTIVE COMICS #579
CAPTAIN ATOM #8
GREEN ARROW: THE LONGBOW HUNTERS #3*
SWAMP THING ANNUAL #3*
SUPERMAN IV Movie Adaptation
TALES OF THE LEGION OF SUPER-HEROES ANNUAL #5
TEEN TITANS SPOTLIGHT ON: Omega Men #15

NOVEMBER COVER DATE:
Shipping the week of July 14

AMETHYST #1*
FIRESTORM THE NUCLEAR MAN #65
FLASH #6
OUTCASTS #2*
OUTSIDERS #25*
TALES OF THE TEEN TITANS #83
VIGILANTE #47*
WHO'S WHO UPDATE '87 #4
WILD DOG #3
WONDER WOMAN #10
JUSTICE LEAGUE RETAIL POSTER*

Shipping the week of July 21

BATMAN #413
BLUE BEETLE #18
JUSTICE LEAGUE INTERNATIONAL #7
LEGION OF SUPER-HEROES #40*
SECRET ORIGINS #20
SILVERBLADE #3*
STAR TREK #44
SUPERMAN #11
TEEN TITANS ANNUAL #3
YOUNG ALL-STARS #6*

Shipping the week of July 28

ADVENTURES OF SUPERMAN #434
BOOSTER GOLD #22
DOOM PATROL #2
GREEN LANTERN CORPS #218
INFINITY, INC. #44*
NEW TEEN TITANS #37*
PHANTOM STRANGER #2
THE SHADOW #4*
SLASH MARAUD #1*
SWAMP THING #66*
WARLORD #123

Shipping the week of August 4

ACTION COMICS #594
CAPTAIN ATOM #9
DETECTIVE COMICS #580
DOC SAVAGE #1*
HAWKMAN #16
THE QUESTION #10*
SPECTRE #8*
SUICIDE SQUAD #7
SWAMP THING TRADE PAPERBACK
TALES OF THE LEGION OF SUPER-HEROES #353
TEEN TITANS SPOTLIGHT ON:Thunder & Lightning #16

DC Comics Inc. attempts to verify all shipping information, however all such information is subject to change. In other words, we may blow a date here and there, but trust us — we're trying..

DECEMBER COVER DATE:
Shipping the week of August 11

AMETHYST #2*
FIRESTORM THE NUCLEAR MAN #66
FLASH #7
OUTCASTS #3*
OUTSIDERS #26*
SHADOW ANNUAL #1*
SHADOW PORTFOLIO*
TALES OF THE TEEN TITANS #84
WHO'S WHO UPDATE '87 #5
WILD DOG #4
WONDER WOMAN #11
WORLD OF KRYPTON #1

Shipping the week of August 18

BATMAN #415
BATMAN: SON OF THE DEMON GN*
BLUE BEETLE #19
JUSTICE LEAGUE INTERNATIONAL #8
LEGION OF SUPER-HEROES #41*
SECRET ORIGINS #21
SGT. ROCK #419
SILVERBLADE #4*
STAR TREK #45
SUPERMAN #12
YOUNG ALL-STARS #7

Shipping the Week of August 25

ADVENTURES OF SUPERMAN #435
BOOSTER GOLD #23
DOOM PATROL #3
GREEN LANTERNS CORPS #219
INFINITY, INC. #45*
NEW TEEN TITANS #38*
PHANTOM STRANGER #3
THE SHADOW #5*
SLASH MARAUD #2*
SWAMP THING #67
UNDERWORLD #1
WANDERERS #1*
WARLORD #124

Shipping the week of September 1

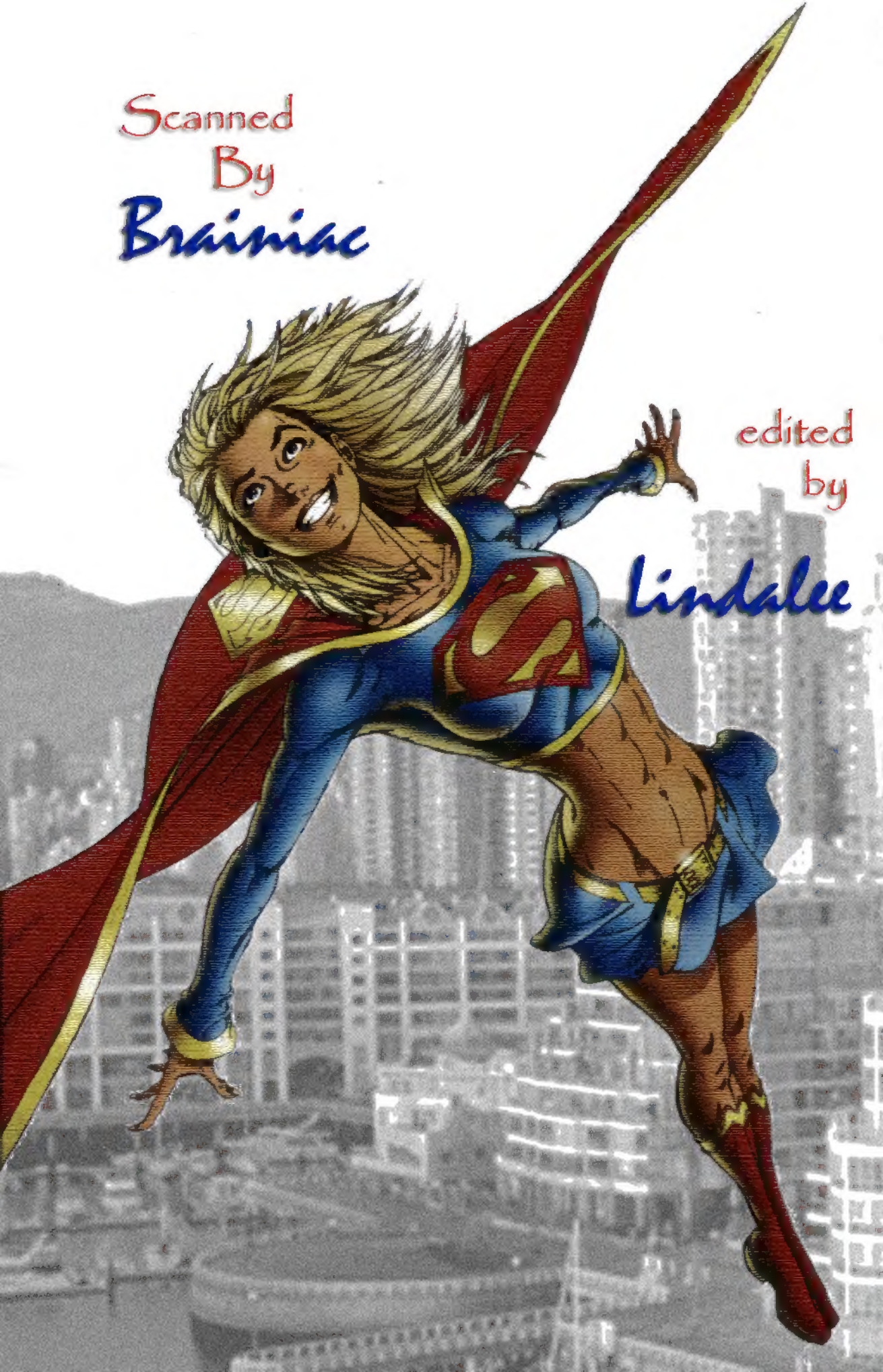
ACTION COMICS #595
DETECTIVE COMICS #581
HAWKMAN #17
SONIC DISRUPTORS #1*
SPECTRE #9*
SUICIDE SQUAD #8
TALES OF THE LEGION OF SUPER-HEROES #354

Shipping the week of September 8

CAPTAIN ATOM #10
THE QUESTION #11*
TEEN TITANS SPOTLIGHT ON: Thunder & Lightning #17
WASTELAND #1*
WATCHMEN TRADE PAPERBACK

*available at direct-only locations

Scanned
By
Brainiac



edited
by
Lindalee